FlexibleField< CustomerData Variable > FlexibleCustomerDataVariable + FlexibleCustomerDataVariable() StateBehaviour + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + operator CustomerDataVariable() + operator FlexibleCustomer DataVariable() #m flexibleCustomerDataVariable BaseCustomerStateBehaviour GetCustomerData() # SetTransition() # # GetRootGameObject() RemoveQueueCustomer + OnStateAwake() + OnStateBegin() + OnStateEnd()

+ OnStateUpdate()+ OnStateLateUpdate()- RemoveQueue()

Start()