BaseManager< CounterManager >

+   instance
-     m_dontDestroyOnLoad
+   DeleteInstance()
#   Awake()

CounterManager

+ OrderFoodDataList
- m_counterPointList
- m_orderFoodDataList
+ OrderFood()
+ IsOrder()
+ IsOrdering()
+ IsCooking()
+ GetCounterFoodData()
- Update()
- CreateOrderFood()
- CreatCount()
- SetCounterPoint()
- AddOrderFoodDataList()
- CheckRemoveOrderFoodData List()
- GetRandomPoint()