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

DestroyTargetFood()

Start()