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┌─────────────────────┐
│ MonoBehaviour       │
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```

TableSetData

+ TablePoint
+ ChairPoint
+ DestinationPoint
+ SitObject
- m_tablePoint
- m_chairPoint
- m_destinationPoint
- m_sitObject

CounterPoint

+ SetPoint
+ DestinationPoint
+ IsSet
- m_setPoint
- m_destinationPoint
- m_isSet

-m_targetTabelSetData   -m_counterPoint

OrderFoodData

+ CurrentOrderFoodState
+ FoodID
+ TargetTableSetData
+ CounterPoint
- m_currentOrderFoodState
- m_foodID
- m_createDelay
- m_currentCreateDelayCount
+ CreatCount()
+ IsFindStaff()
+ Check()
- OnDestroy()
- Update()