

BaseStaffStateBehaviour

# m\_flexibleStaffDataVariable

# GetStaffData()
# SetTransition()

# GetRootGameObject()



## SetActiveTargetOrderFood Staff

- m\_active
- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- SetActive()
- Start()