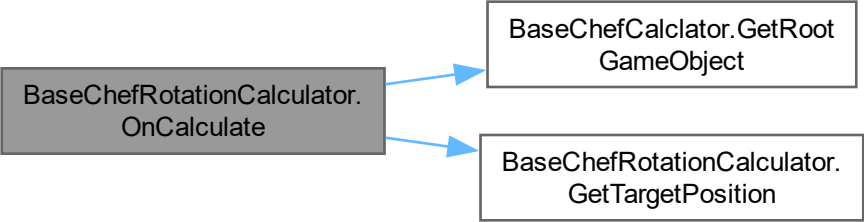


BaseChefRotationCalculator.  
OnCalculate



```
graph LR; A[BaseChefRotationCalculator.  
OnCalculate] --> B[BaseChefCalculator.GetRoot  
GameObject]; A --> C[BaseChefRotationCalculator.  
GetTargetPosition];
```

BaseChefCalculator.GetRoot  
GameObject

BaseChefRotationCalculator.  
GetTargetPosition