FlexibleField< ChefDataVariable > FlexibleChefDataVariable + FlexibleChefDataVariable() StateBehaviour + FlexibleChefDataVariable() + FlexibleChefDataVariable() + FlexibleChefDataVariable() + operator ChefDataVariable() + operator FlexibleChefData Variable() #m flexibleChefDataVariable BaseChefStateBehavior # GetChefData() # SetTransition() # GetRootGameObject()