```
MonoBehaviour
```

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

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

-m_counterPointData   -m_targetTabelSetData

```
OrderFoodData
+ CurrentOrderFoodState
+ FoodID
+ TargetTableSetData
+ CounterPointData
- m_currentOrderFoodState
- m_foodID
- m_createDelay
- m_currentCreateDelayCount
+ CreatCount()
+ IsFindStaff()
- OnDestroy()
```

```
QueueData
+ Object
+ IsUpdate
+ HeadNumber
+ Destination
```

-m_targetTableSetData

-m_targetOrderFoodData

-m_queueData

```
CustomerData
+ AngryTime
+ AngryCount
+ EatTime
+ EatCount
+ CurrentCustomerState
+ TargetOrderFoodData
+ AppearPos
+ TargetTableSetData
+ QueueData
- m_angryTime
- m_angryCount
- m_eatTime
- m_eatCount
- m_currentCustomerState
- m_appearPos
+ CountAngry()
+ CountEat()
# Initialize()
- Start()
```