

BaseCustomerStateBehaviour

m_flexibleCustomerDataVariable

GetCustomerData()

SetTransition()

GetRootGameObject()



WaitFoodCustomer

- m_remainingTime
- m_successLink
- m_failLink
- + OnStateAwake()
- + OnStateBegin()+ OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- Count()
- CheckCurry()
- Start()