FlexibleField< CustomerData Variable > FlexibleCustomerDataVariable + FlexibleCustomerDataVariable() StateBehaviour + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + operator CustomerDataVariable() + operator FlexibleCustomer DataVariable() #m flexibleCustomerDataVariable BaseCustomerStateBehaviour GetCustomerData() # # SetTransition() # GetRootGameObject() WaitQueueCustomer - m successLink + OnStateAwake() + OnStateBegin() + OnStateEnd()

+ OnStateUpdate()+ OnStateLateUpdate()

- UpdateQueue()

- Start()