```
┌─────────────────────────────┐
│  FlexibleField< CustomerData │
│         Variable >           │
├─────────────────────────────┤
│                             │
├─────────────────────────────┤
│                             │
└─────────────────────────────┘
```

FlexibleField< CustomerData Variable >

FlexibleCustomerDataVariable

+ FlexibleCustomerDataVariable()
+ FlexibleCustomerDataVariable()
+ FlexibleCustomerDataVariable()
+ FlexibleCustomerDataVariable()
+ operator CustomerDataVariable()
+ operator FlexibleCustomer DataVariable()

StateBehaviour

#m_flexibleCustomerDataVariable

BaseCustomerStateBehaviour

GetCustomerData()
SetTransition()
GetRootGameObject()

WaitEatCustomer

- m_nextState
- m_remainingTime
+ OnStateAwake()
+ OnStateBegin()
+ OnStateEnd()
+ OnStateUpdate()
+ OnStateLateUpdate()
- Wait()
- Start()