## StateBehaviour

## BaseCustomerStateBehaviour

- # m\_flexibleCustomerDataVariable
- # GetCustomerData()
- # SetTransition()
- # GetRootGameObject()

## WaitEffectStop

- m nextState
- m effectObserv
- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- Start()