FlexibleField< CustomerData Variable > FlexibleCustomerDataVariable + FlexibleCustomerDataVariable() StateBehaviour + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + operator CustomerDataVariable() + operator FlexibleCustomer DataVariable() #m flexibleCustomerDataVariable BaseCustomerStateBehaviour GetCustomerData() SetTransition() # # GetRootGameObject() TransitionTargetOrderFood StateCustomer - m transitionTargetOrderFoodList + OnStateAwake() + OnStateBegin() + OnStateEnd() + OnStateUpdate() + OnStateLateUpdate() - Check()

Start()