

BaseCustomerRotationCalculator.
OnCalculate

```
graph LR; A[BaseCustomerRotationCalculator.  
OnCalculate] --> B[BaseCustomerCalculator.Get  
RootGameObject]; A --> C[BaseCustomerRotationCalculator.  
GetTargetPosition];
```

BaseCustomerCalculator.Get
RootGameObject

BaseCustomerRotationCalculator.
GetTargetPosition