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

IsSuccess()

RecursionwithProbability()