MonoBehaviour TableSetData CounterPointData + TablePoint + SetPoint + ChairPoint + DestinationPoint + DestinationPoint + IsSet + SitObject - m_setPoint - m_tablePoint - m_destinationPoint - m_chairPoint - m_isSet - m_destinationPoint - m_sitObject -m_counterPointData -m_targetTabelSetData OrderFoodData + CurrentOrderFoodState + FoodID + TargetTableSetData QueueData + CounterPointData + Object - m_currentOrderFoodState + IsUpdate -m_targetTableSetData - m_foodID + HeadNumber + Destination - m_createDelay - m_currentCreateDelayCount + CreatCount() + IsFindStaff() - OnDestroy() -m_targetOrderFoodData -m_queueData CustomerData + AngryTime + AngryCount + EatTime + EatCount + CurrentCustomerState + TargetOrderFoodData + AppearPos + TargetTableSetData + QueueData - m_angryTime - m_angryCount - m_eatTime - m_eatCount - m_currentCustomerState - m_appearPos + CountAngry() + CountEat() # Initialize() - Start() -m_customerData

CustomerDataVariable + CustomerData