MonoBehaviour

BaseManagementEvent

- + Probability
 - + IsEventEnd
 - m_probabilitym_isEventEnd
- + OnStart()
- + OnUpdate()
 - + OnExit()
- # SetEventEnd()



CleaningEvent

- + m_position
- m_dirtPrefab
- + OnStart() + OnUpdate()
- + SetPosition()
- CreateDirt()