MonoBehaviour

BaseManagementEvent

- + Probability
 - + IsEventEnd
 - m_probability
 - m_isEventEnd
- + OnStart()
- + OnUpdate()
- + OnExit()
- # SetEventEnd()

AppearGangsterEvent

- m_gangsterPrefabList
- m_appearPoint
- m_createGangster
- + OnStart()
- + OnUpdate()
- Create()

CleaningEvent

- + m_position
- m dirtPrefab
- + OnStart()
- + OnUpdate()
- + SetPosition()
- CreateDirt()

