MonoBehaviour **TableSetData** + TablePoint CounterPoint + ChairPoint + SetPoint + DestinationPoint + DestinationPoint + SitObject + IsSet - m_tablePoint - m setPoint - m_chairPoint - m_destinationPoint - m_destinationPoint - m_isSet - m_sitObject -m_targetTabelSetData/ -m_counterPoint OrderFoodData + CurrentOrderFoodState + FoodID + TargetTableSetData + CounterPoint - m_currentOrderFoodState - m_foodID - m_createDelay - m_currentCreateDelayCount + CreatCount() + IsFindStaff() + Check() - OnDestroy() - Update() -m targetOrderFoodData

StaffData

- + HavePoint
- + CurrentStaffState
- + DefaultPos
- + TargetOrderFoodData
- m havePoint
- m currentStaffState
- m_defaultPos
- + GetHavePos()
- # SetInitializeData()
- Start()