## 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() - OnDestroy() -m\_targetOrderFoodData StaffData + HavePoint + CurrentStaffState + DefaultPos + TargetOrderFoodData + BeenTargetObjectList - m\_havePoint - m\_currentStaffState - m defaultPos - m\_beenTargetedObjectList + GetHavePos() # SetInitializeData() - Start() -m\_staffData

StaffDataVariable + StaffData