FlexibleField< CustomerData Variable > FlexibleCustomerDataVariable + FlexibleCustomerDataVariable() StateBehaviour + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + operator CustomerDataVariable() + operator FlexibleCustomer DataVariable() #m flexibleCustomerDataVariable BaseCustomerStateBehaviour GetCustomerData() # SetTransition() # # GetRootGameObject() OrderFoodCustomer + OnStateAwake() + OnStateBegin() + OnStateEnd() + OnStateUpdate() + OnStateLateUpdate()

Order()Start()