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
- m havePoint
- m_currentStaffState
- m_defaultPos
- + GetHavePos()
- # SetInitializeData()
- Start()