## BaseManager < CounterManager > instance + m dontDestroyOnLoad DeleteInstance() Awake() # CounterManager + OrderFoodDataList m counterPointList - m orderFoodDataList + OrderFood() + IsOrder() + IsOrdering() + GetCounterFoodData() - Update() CreateOrderFood() - CreatCount() SetCounterPoint() AddOrderFoodDataList() CheckRemoveOrderFoodData List() GetRandomPoint()