MonoBehaviour CustomerData + AngryTime + AngryCount + EatTime + EatCount + CurrentCustomerState + TargetOrderFoodData + AppearPos + TargetTableSetData + QueueData m angryTime - m angryCount - m eatTime - m eatCount - m currentCustomerState - m targetOrderFoodData - m_appearPos m targetTableSetData m_queueData + CountAngry() + CountEat() # Initialize()

Start()