

BaseManagementEvent+ Probability

- + IsEventEnd
 - m probability
- m_isEventEnd
- + OnStart()
- + OnUpdate()
 + OnExit()
- # SetEventEnd()



GenerateCleaningEvent

- + m_position
- m_dirtPrefab
- [4 5] randomRange- m isPositionSet
- + SetRandomRange()
- + OnStart()
 - + OnUpdate()
 + SetPosition()
 - + SetPosition()
 - CreateDirt()