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