StateBehaviour

BaseStaffStateBehaviour

- # m_flexibleStaffDataVariable
- # GetStaffData()
- # SetTransition()
- # GetRootGameObject()



HaveFoodStaff

- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- Have()
- Start()