FlexibleField< GangsterData Variable > FlexibleGangsterDataVariable + FlexibleGangsterDataVariable() Calculator + FlexibleGangsterDataVariable() + FlexibleGangsterDataVariable() + FlexibleGangsterDataVariable() + operator GangsterDataVariable() + operator FlexibleGangster DataVariable() #m flexibleGangsterDataVariable BaseGangsterStateCalculator # m outputPos # GetGangsterData() GetRootGameObject()