## MonoBehaviour **TableSetData** + TablePoint CounterPoint + ChairPoint + SetPoint + DestinationPoint + DestinationPoint + SitObject + IsSet - m\_tablePoint - m setPoint - m\_chairPoint - m\_destinationPoint - m\_destinationPoint - m\_isSet - m\_sitObject -m\_targetTabelSetData / -m\_counterPoint OrderFoodData + CurrentOrderFoodState + FoodID + TargetTableSetData + CounterPoint - m\_currentOrderFoodState - m\_foodID - m\_createDelay - m\_currentCreateDelayCount + CreatCount() + IsFindStaff() - OnDestroy() -m\_targetOrderFoodData

## StaffData

- + HavePoint
- + CurrentStaffState
- + DefaultPos
- + TargetOrderFoodData
- + BeenTargetObjectList
- m\_havePoint
- m\_currentStaffState
- m defaultPos
- m\_beenTargetedObjectList
- + GetHavePos()
- # SetInitializeData()
- Start()