BaseManager< ManagementGame Manager > + instance

- m dontDestroyOnLoad
- + DeleteInstance()
- # Awake()



ManagementGameManager

- + TimeLimit
- + ElapsedTime
- + EarnedMoney
- + CameCustomerNumDictionary
 - m_timeLimitm elapsedTime
 - m earnedMoney
 - m_cameCustomerNumDictionary
- + SetManagementData()
- + AddEarnedMoney()
- + AddCameCustomerNum()
- + IsTimeOver()
- Update()
- TimeCount()