```
                    ┌─────────────────────┐
                    │   MonoBehaviour     │
                    ├─────────────────────┤
                    │                     │
                    ├─────────────────────┤
                    │                     │
                    └─────────────────────┘
```

TableSetData

+ TablePoint
+ ChairPoint
+ DestinationPoint
+ SitObject
- m_tablePoint
- m_chairPoint
- m_destinationPoint
- m_sitObject

CounterPointData

+ SetPoint
+ DestinationPoint
+ IsSet
- m_setPoint
- m_destinationPoint
- m_isSet

-m_targetTabelSetData   -m_counterPointData

OrderFoodData

+ CurrentOrderFoodState
+ FoodID
+ TargetTableSetData
+ CounterPointData
- 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()