



Recipe	Cook Ingredient
<ul style="list-style-type: none"> Knows what ingredients need to be used Knows what the product is 	
Information Holder	

Station	Cook Ingredients
<ul style="list-style-type: none"> Knows its orientation, size and position Knows the ingredients it accepts Knows if it is in use by a cook Knows the status of ingredients 	
Structurer	

Cook	Map
<ul style="list-style-type: none"> Knows its orientation, size and position Knows the ingredients it is holding Knows if it is selected by a player 	
Interfacer	

Map	Cook Stations
<ul style="list-style-type: none"> Knows its size Knows where the Stations, customers, orders and Cooks are 	
Structurer	

Clock	Order
<ul style="list-style-type: none"> Knows its orientation, size and position Knows how much time has passed from the beginning of the game 	
Information Holder	

Order	Recipe Clock
<ul style="list-style-type: none"> Knows its orientation, size and position Knows which Recipe is used Knows how much time has passed Knows the status of the order (completed or not) 	
Structurer	

Customer	Order
<ul style="list-style-type: none"> Knows its orientation, size and position Knows its order 	
Coordinator	

Ingredient	Recipe Station
<ul style="list-style-type: none"> Knows the status of the ingredient (prepped or not) Knows what preparation needs to be done 	
Coordinator	