

Class: Cook
Responsibility: Should be able to switch between the cooks Should be able to move the cooks Cooks should be able to complete an action with what is in front of them If cooks bump into each other nothing happens Cooks can hold two things at a time but cannot complete any actions during this
Collaboration: Cooking Pantry

Class: Customer
Responsibility: Demand to be served a recipe
Collaboration: Counter

Class: CookingStation
Responsibility: Parent class for the different cooking stations and requirements. E.g. different instances of cooking class for cutting, baking, frying and serving (each with their own utensils)
Collaboration: Cook

Class: Recipe
Responsibility: Store the recipe which is needed for the customer
Collaboration: Ingredient/Utensil

Class: Ingredient/Utensil
Responsibility: Allows the cook to create the dish
Collaboration: Pantry

Class: Pantry
Responsibility: Is a store of the ingredients
Collaboration:

Ingredient/Utensil

Class:
B2WorldCreator

Responsibility:
Creates the playing environment
Places classes that inherit from InteractiveTileObject on the map

Collaborations:

Class:
WorldContactListener

Responsibility:
Listens for contact between sprites
Uses these events to call procedures from other classes

Collaborations:

Class:
Counter

Responsibility:
Allows the customer to place an order

Collaborations:
Inherits from InteractiveTileObject

Class:
CuttingStation

Responsibility:
Where the cook prepares certain ingredients

Collaborations:
Inherits from InteractiveTileObject

Class:
FryingStation

Responsibility:

Where the cook prepares certain ingredients

Collaborations:

Inherits from InteractiveTileObject

Class:

InteractiveTileObject (previously CookingStation)

Responsibility:

Parent class for different cooking stations and other stationary objects that the cook interacts with

Collaborations:**Class:**

NPC

Responsibility:

Parent class for non-player characters (currently only customer) but could be used in the future for other NPCs that the cook interacts with as an obstacle

Collaborations:**Class:**

ServingStation

Responsibility:

Where the cook serves the customer

Collaborations:**Class:**

PlayScreen

Responsibility:**Collaborations:****Class:**

MainMenuScreen

Responsibility:

Collaborations:

Class:

Hud

Responsibility:

Collaborations: