

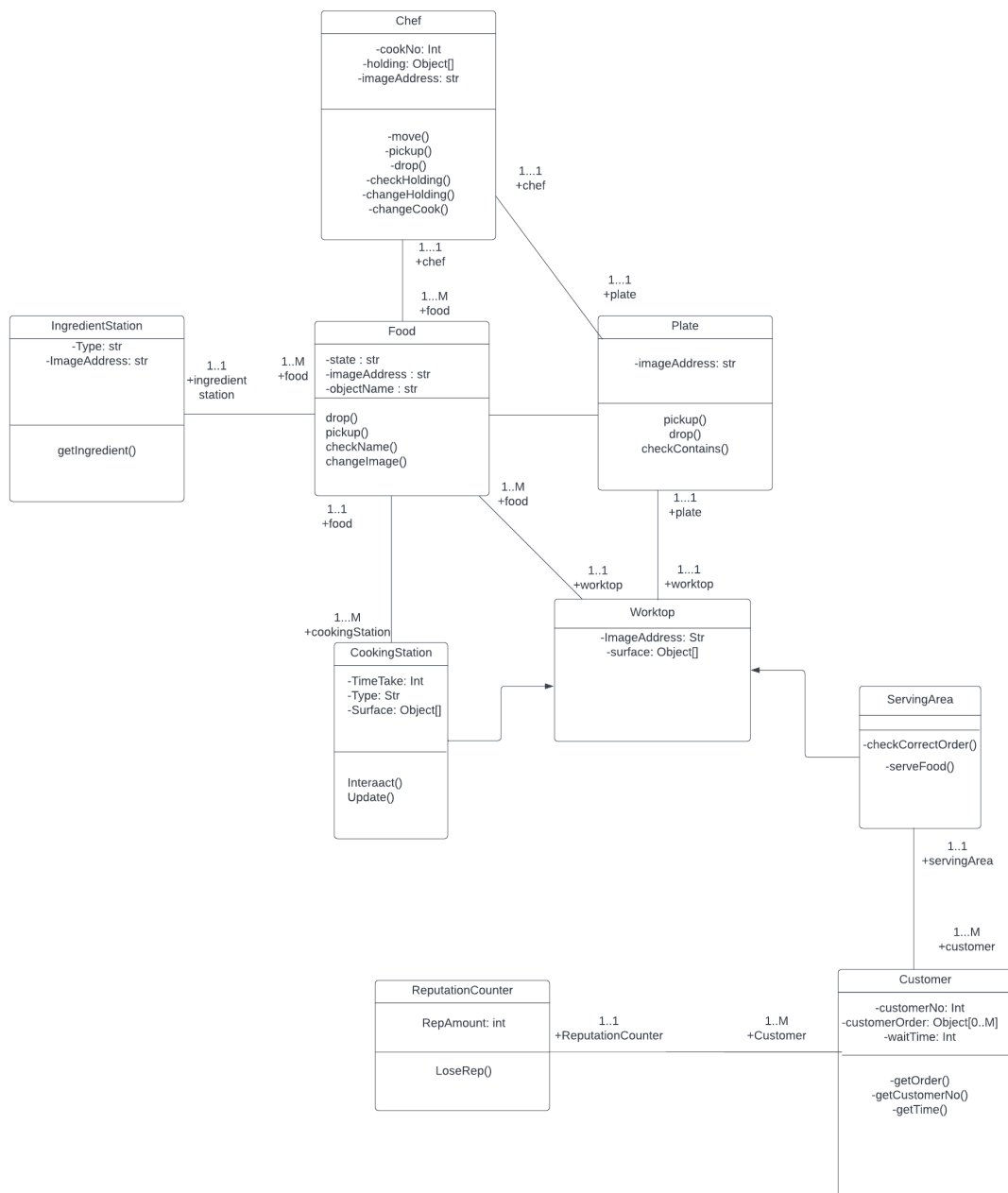
Architecture  
Eng1 Group 29

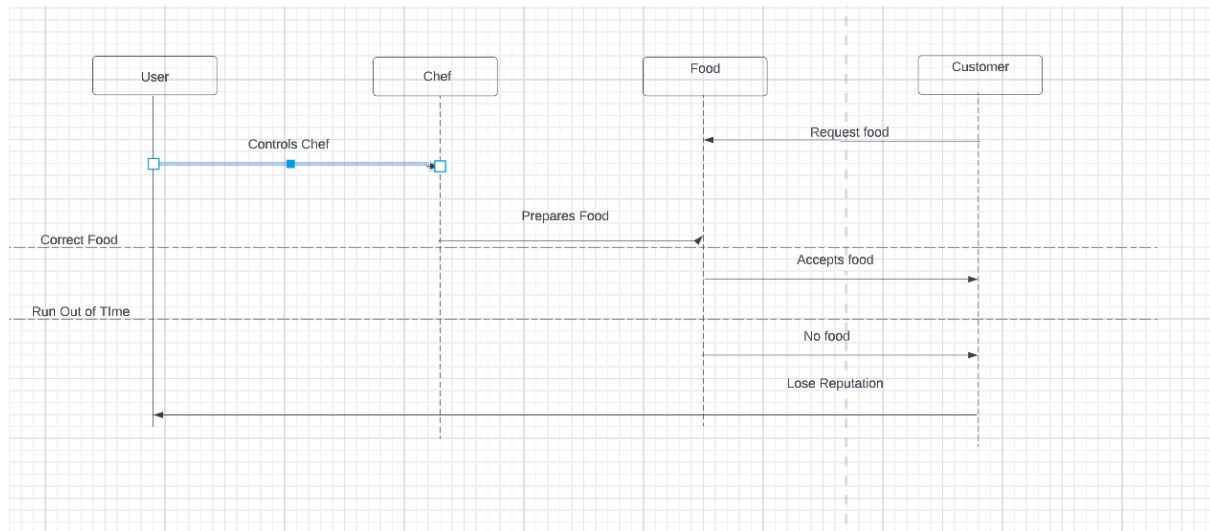
Adam Hewlett  
Ani Thomas  
Dan Kirkpatrick  
Dominik Hagowski  
Matthew Crompton  
Niko Chen

## Architecture

Going to mention how the architecture was first developed(now) then i'll add more as we go about making it.

The initial architecture design was shown in the following UML diagram:





Our initial structure had the following classes: “Chef”, “Food”, “Plate”, “Ingredient Station”, “Cooking Station” and “Worktop”.

These tie directly back to the original User Requirements. The “Chef” class shows the basic functionality outlined in the Requirements, with the functions present to move, change cook, pick-up objects, drop objects and to interact with the worktops. This class has relationships with most other classes as the chef has to be able to interact with