

**Döner Trainer**  
 Your Settings:

Employees  
 Amount of Employee

Rest Time  
 Amount of Rest needed  min

Customers  
 Amount of Customers

Stock  
 Stock

Container  
 Container

**Start Game**

```
<form id="settings">
```

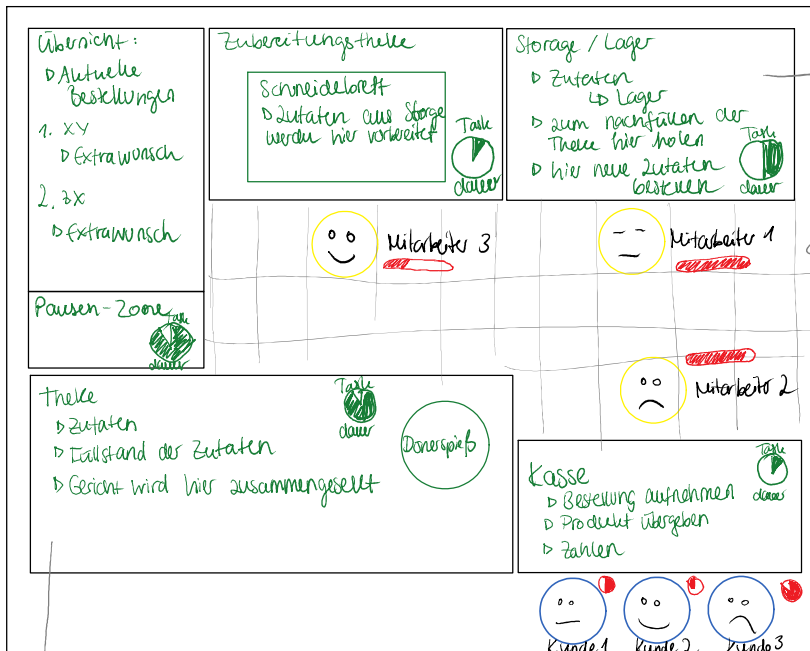
```
<input type="number" name="employee Amount"
min="1" max="5" step="1" value="1">
```

```
<input type="number" name="restTime"
min="1" max="5" step="1" value="1">
```

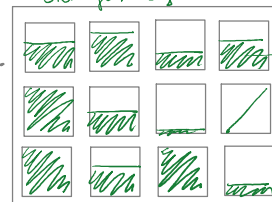
```
<input type="number" name="customerAmount"
min="1" max="5" step="1" value="1">
```

```
<input type="range" name="stockCapacity"
min="0" max="100" step="10" value="50">
```

```
<input type="range" name="containerCapacity"
min="0" max="100" step="10" value="50">
```

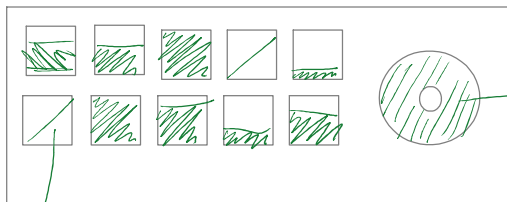


"Storage / Lager"



→ Fallstand der Zutaten  
 ▷ on-Klick  
 ↳ auffüllen  
 "bestellen"  
 Task mit Taskdauer

Grid?  
 Placement erleichtern



→ Donerspiß

Fallstand Zutaten-Theke  
 ↳ wenn leer  
 ↳ on-click → Mitarbeiter holt Zutaten aus Storage  
 ↳ check Storage  
 ↳ wenn nicht vorhanden → on-click bestellen  
 ↳ wenn vorhanden → zu Theke bringen