Customer	
• Requests order , wait behind the serving counter, take the order and leave. • Or if they wait longer than their waiting time, they leave	• Seungyoon

Prep station	
• Allow cooks to prepare and turn ingredients into food	• Isaac

Recipe	
• Determine what ingredients to combine and allow for customer order • Knows what combination to make recipe	• Isaac • Seungyoon

Ingredient	
• Can be fried, cut and/or combined with other ingredients to make order. • Can be placed or picked up from a station. • Held in a cook's stack.	• Toby • Isaac

Main Game

Updates and renders necessary objects and project manages everything	• Toby • Isaac • Seungyoon

Tutorial

• Teaches the user how to play the game	• Toby

Cutting Station

• Allow cook to cut an ingredient • Knows what is in its slot • Knows if item in slot is cut	• Isaac

LeaderBoard

• Displays information from previous successful game runs showing top times	• Isaac

Baking Station

• Bakes ingredients • Knows what is on it • Knows when items need to be removed	• Isaac

Station

• Stores an ingredient in a slot, allows cook to interact and change ingredient • Knows what is in its slot • Knows if a chef is close enough to interact	• Emma Hogg

Cook

• Moves around, interacts with stations, hold and drop items • Knows its position • Knows what is in its stack	• Toby

Frying Station

• Fry/cook items • Knows what is on it • Knows when items need to be flipped or removed	• Isaac

Ingredient Station

• Stores an unlimited number of a specified ingredient that can be picked up by a chef • Knows what ingredient it contains	• Isaac

Save State

• Stores all the required information to save the game • Knows leaderboard information	• Seungyoon

Power Ups	
- Changes some feature of the game for a limited amount of time to make it easier - Knows active power up - Knows how long until power up deactivates	Toby