

Staff

Automatically completes a low-level task
based upon user clicks.

Cannot move out of the frame

Interact with cooking and ingredient surfaces.

Stereotype: Service Provider.

Position

Game Setter

Staff:

Knows where on the map it is.

Automatically moves across map when required.

Automatically performs low level task to perform.

Can interact with station upon user input.

Knows what tasks it can perform.

Help Page

contains information on how to play the game

Accessible via the menu

Menu Screen

Stereotype: Information holder.

Help Page:

Contains information on how to play the game

Knows if cursor has clicked on it

Know what page of info it is on

Game Mode:

Choose between
'endless' and
'scenario'

Role Stereotype:

Interface/Controller

Menu
Screen

Game
Screen

Game Mode

Allows user to choose what game mode launches game based upon user input.

MenuScreen

This is a state
where the game
hasn't been started
yet.

Stereotype: ~~Information~~
Interface

GameScreen

Menu Screen

Knows whether player has started game
Knows position of cursor

Game Screen

This is where
the user try
makes recipes.
Based upon other
data structures +
where game
mechanics apply.

Map

Stereotype: Interface.

Game Screen

Know how the player is interacting
Know how long the player is taking
Knows if player is creating / using the
right ingredients
Knows the position of the cursor

Cooker function

contains one location of the user's cooker
can interact with stations, cooks, staff.

Position

Stereotype: Service provider, Information holder

Cursor

Knows x & y value of
mouse.

Knows what it can and can't
click on.

Knows whether it can click or
interact w/ an object.

Recipe

Store recipe for each thing that can be made by the user.

Role Stereotypes:
Information Holder

Ingredients

RECIPE

Shows what ingredients are needed for recipe.

Shows order of operations to successfully cook orders.

Cooks:

Move based upon
where user clicks.

Cannot move out
out the frame.

Interact with ingredient
and cooking station.

Staff

Stereotype: Service Provider

+ stations
Know what capabilities it has.
More based upon cursor
input

Knows where the edges of
the screen are so it doesn't
go off screen.
Knows what cell it is in.
Knows what is in the
inventory stack.

Cooks:

Game Map

Contains graphics of
the game and
replicates the
kitchen.

↳ Stereotype: Structure,
Information Holder.

Game Screen

Map.

Knows it's width and height.
Maintains the position of objects.

Position

(x,y) coordinate
to show where
they are on the
map.

Stereotype: Information Holder

Map

②

Position

Know x & y values for
itself.

Knows entity (e.g. Staff & cooks) in
coordinate.

Knows if it can hold another
object.

Ingredient stations

Chefs can interact with these stations
to add ingredients to their dish.

The station never runs out.

Sterotype: Interfacing

Recipe

Allows user to add items to their inventory.
Ensure all items are available at all times.
Knows what location it is at on the map.

Ingredient Stations

Ingredients

~~Cooking Station~~

obtained from ingredient station

cooked via cooking stations

Stereotype: coordinator

Cooks

Staff

Ingredients

Knows its location

Knows its position in the stack

Knows its state

can have its state changed by cooking stations

can be created by ingredient stations

Knows which cooking stations can interact with it.

Cooking Stations

Each cooking station has a certain set of actions which can be applied based upon ingredients.

Recipe

Stereotype: Coordinator / Structurer

Cooks

Chef.

COOKING STATION

Knows where it is on the map.

Can perform specific cooking operations on ingredients.

Changes states for raw to cook ingredient.

~~Knows what~~

RLC Cards

Reputation Point

The user starts w/ 3 points and these change based upon the users actions.

GameScreen

Customer

GameMock

Stereotype: Structer

Reputation Point:

Knowns its value

Can be changed by customers

Customer

when arriving, demand a recipe to be served within a given time limit.

Stereotype: ~~information holder~~
Coordinator.

Receipt

Customer:

- Knows what gamecode its in
- Knows what recipe it wants
- Knows the time limit and how long since ordering
- Knows where an edge of the screen is
- ~~Knows where to go when all its in~~
- Can accept - ~~not~~ cooked meal
- Can change reputation score
- Can 'renter' or cooked meal