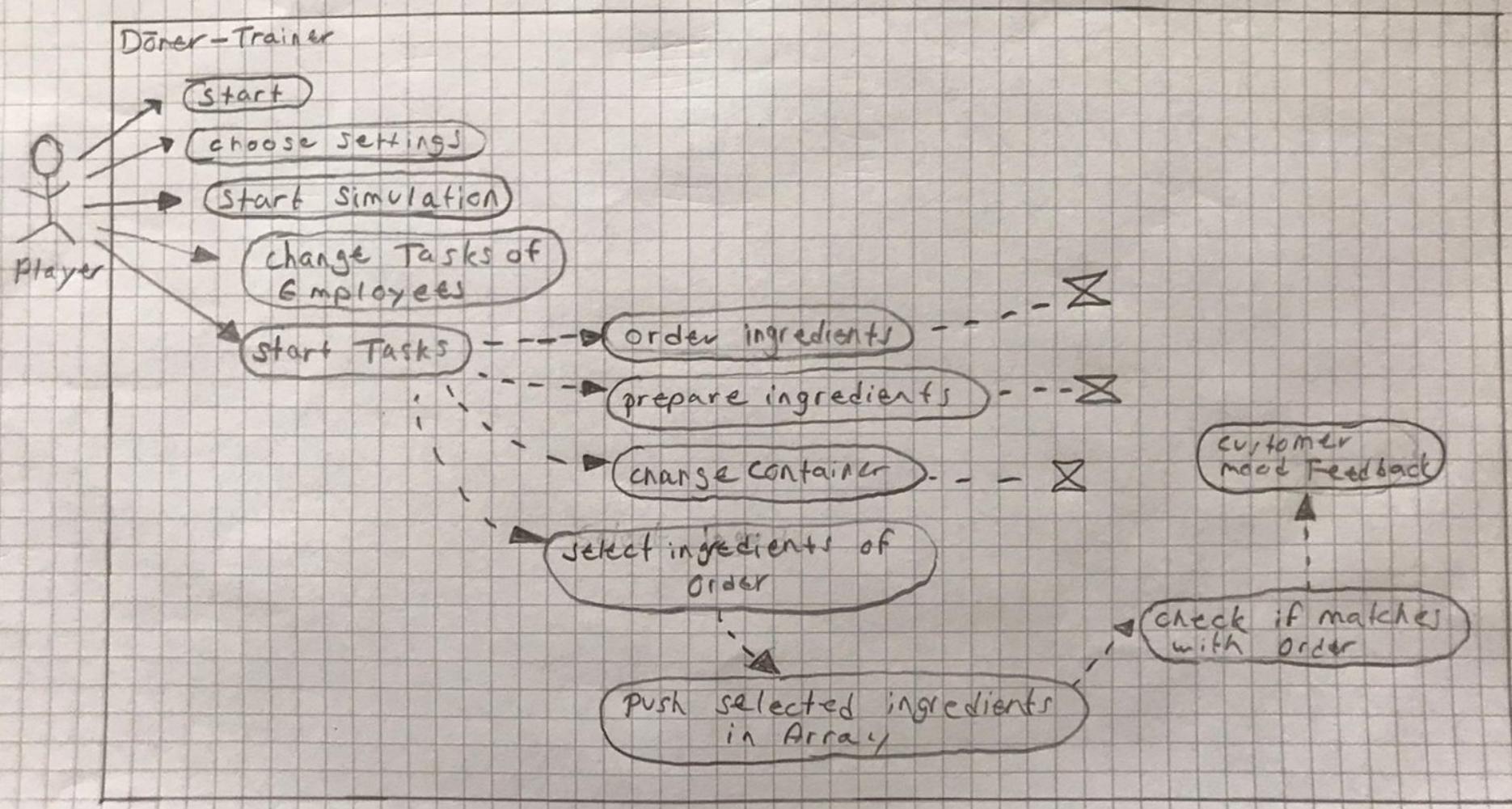
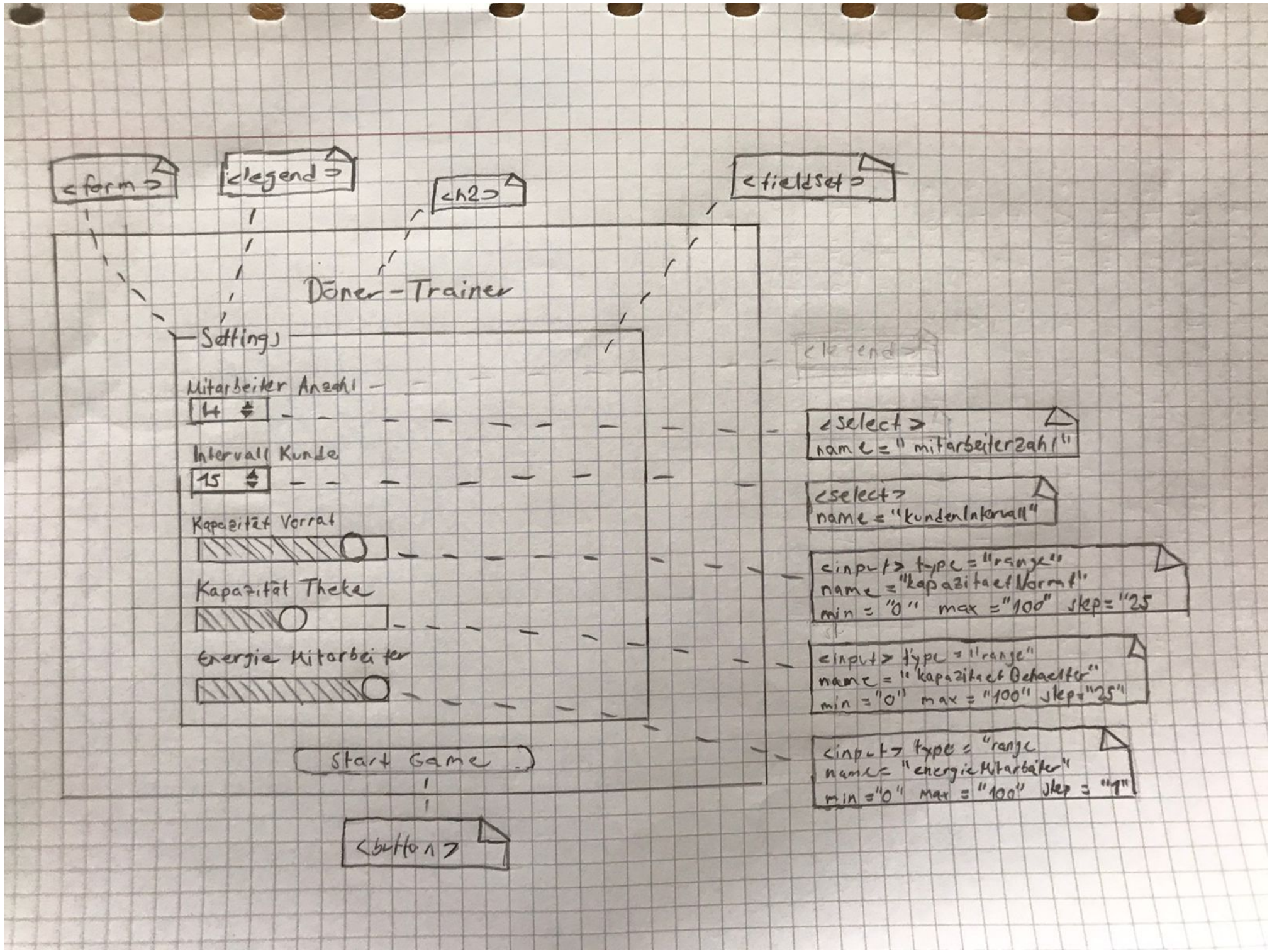
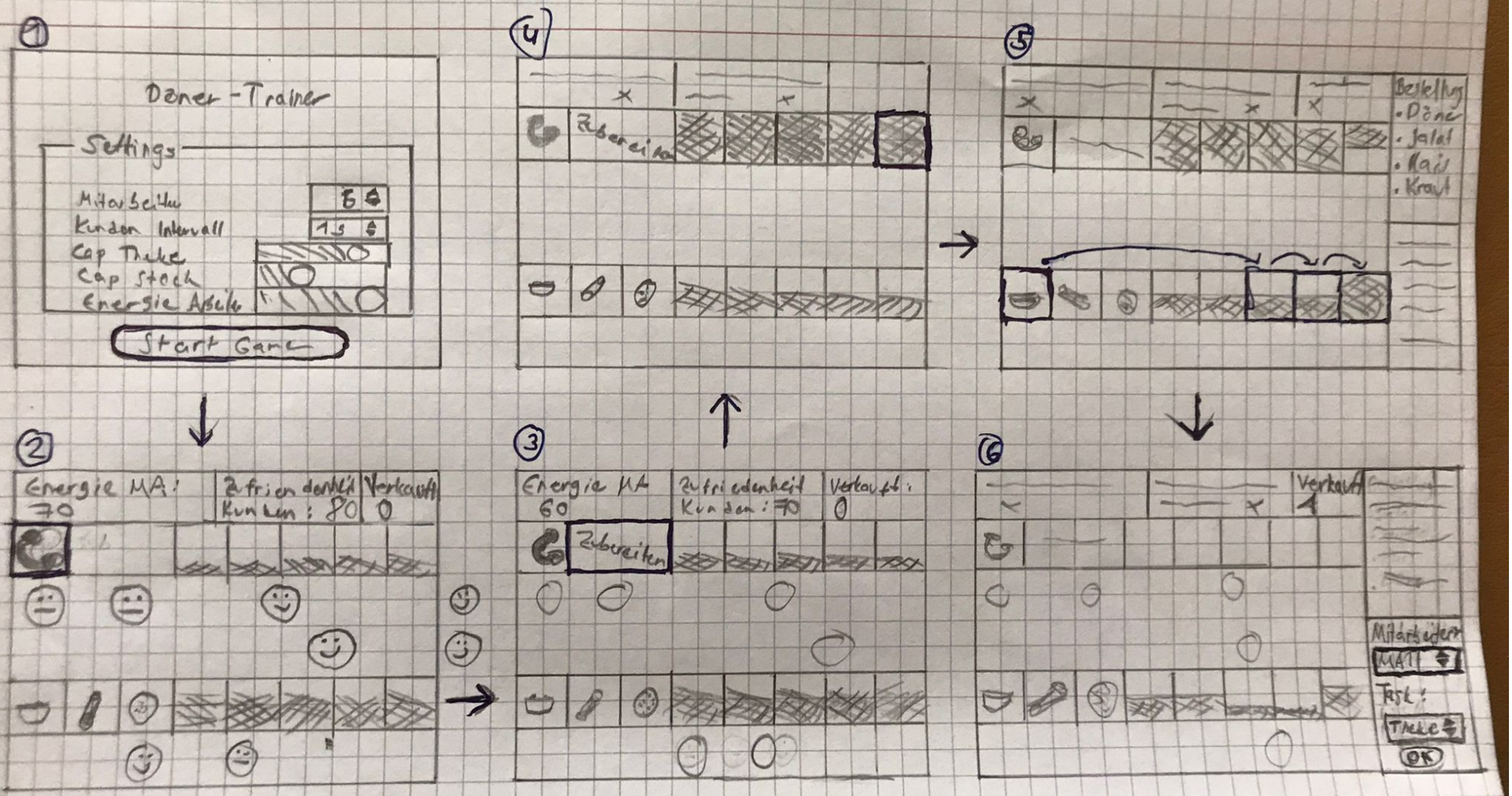
- Einstellungsmenü
  - Anzahl der Mitarbeiter (4-6)
  - Alle x Sekunden neuer Kunde
  - Kapazität Rohmaterial
  - Kapazität Behälter
  - Leerlauf Mitarbeiter (Anzahl Sekunden)
- Kunde hat Auswahl zwischen Döner, Yufka, Lahmacun
- Kunden Wünsche
  - kein Zutat x
  - mit Allem
- Zutaten:
  - Mais
  - Salat
  - Tomaten
  - Zwiebel
  - Kraut (rot)
- Zustände der Kunden:
  - zufrieden
  - wütend
- Zustände der Personals:
  - glücklich
  - gestresst
  - eingeschlafen
- Gesamtzufriedenheit Kunden und Arbeiter wird immer angezeigt und wie viele Produkte verkauft worden
- Arbeitsstationen:
  - Zubereitung Bestellung
  - Rohmaterial zubereitung
  - Container tauschen
  - Material bestellen
- oder: Pause / Sitzen

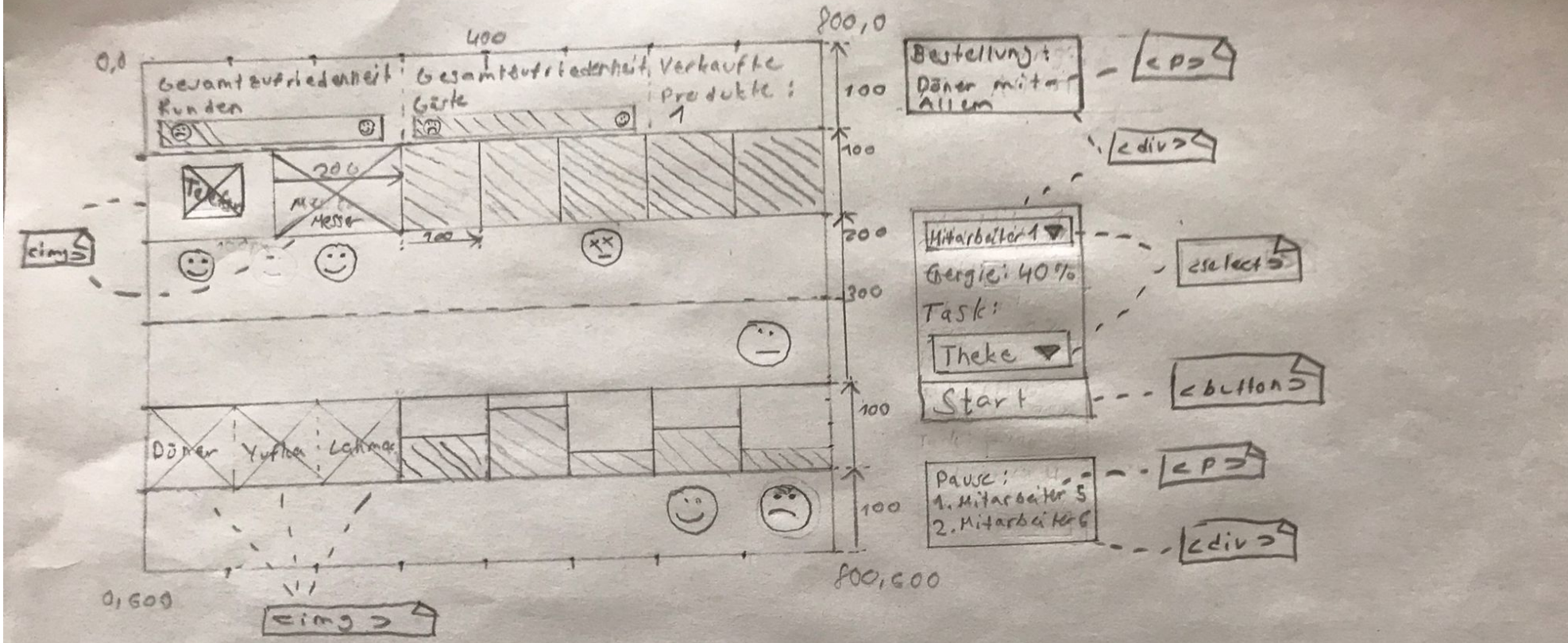

Döner-Trainer
Player
Start
choose settings
Start simulation
change Tasks of Employees
start Tasks
order ingredients
prepare ingredients
change container
select ingredients of order
push selected ingredients in Array
check if matches with order
customer mood Feedback

- Haptik / Interaktion / Sound:
  - Bei Start bis das Spiel vorbei ist: orientalische Musik + Restaurant-Atmo
  - Feedback bei Klick auf Buttons in Form eines kurzen Signals
  - Anklickbare Bereiche hervorheben, z.B: Bereich wird größer und kleiner oder 3D-Buttons
  - Wenn Kunde geht Foley Kasse
  - Wenn eine Tätigkeitsbereich nicht besetzt ist
    → keine Interaktion des Benutzers möglich
  - Wenn Behälter leer ist
    → keine Interaktion an der Theke möglich

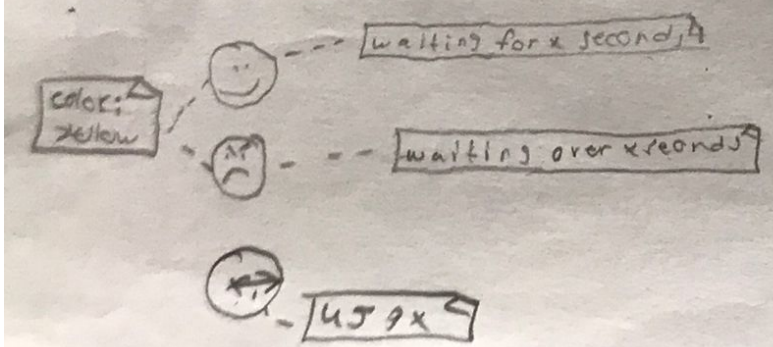
Anwendungsbereich:
→ Für Desktop: größere Bedienflächen, eignet sich besser bei so vielen Interaktionsmöglichkeiten,


<form>
<legend>
<h2>
<fieldset>
Döner-Trainer
Settings
Mitarbeiter Anzahl
4
Intervall Kunde
15
Kapazität Vorrat
Kapazität Theke
Energie Mitarbeiter
Start Game
<button>
<legend>
<select>
name = "mitarbeiterzahl"
<select>
name = "kundenIntervall"
<input> type = "range"
name = "kapazitaetVorrat"
min = "0" max = "100" step = "25
<input> type = "range"
name = "kapazitaetBehaelter"
min = "0" max = "100" step = "25"
<input> type = "range
name = "energieMitarbeiter"
min = "0" max = "100" step = "1"


1
Döner-Trainer
Settings
Mitarbeiter
8
Kunden Intervall
1.5
Cap Theke
Cap Stock
Energie Abzug
Start Game
2
Energie MA:
70
Zufriedenheit Kunden: 80
Verkauft
0
3
Energie MA
60
Zufriedenheit Kunden: 70
Verkauft:
0
Zubereiten
4
Zubereiten
5
Bestellung
• Döner
• Salat
• Mais
• Kraut
6
Verkauft
1
Mitarbeiter
MA1
Task:
Theke
OK

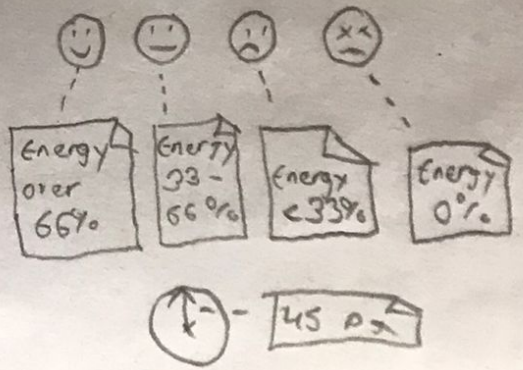


Customer

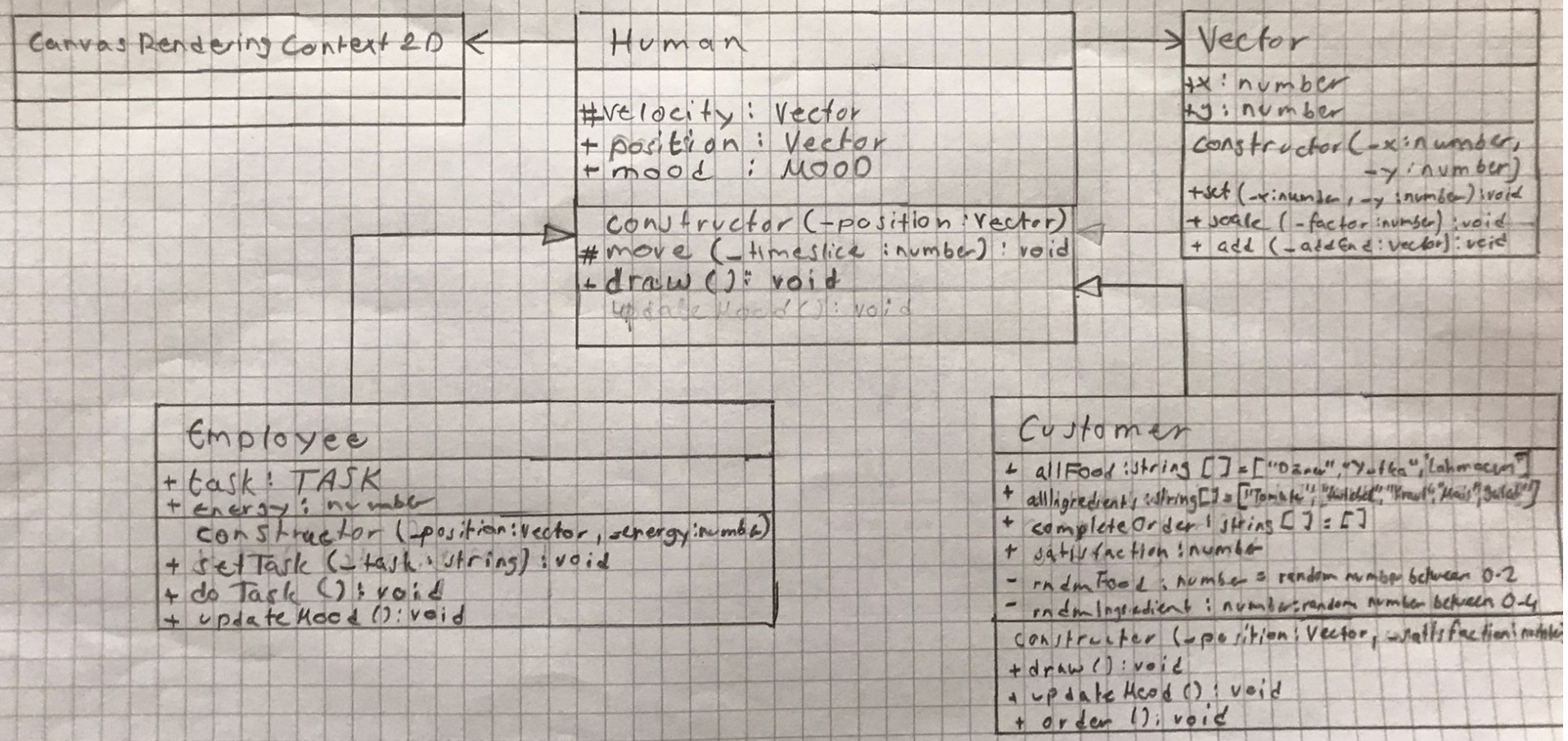


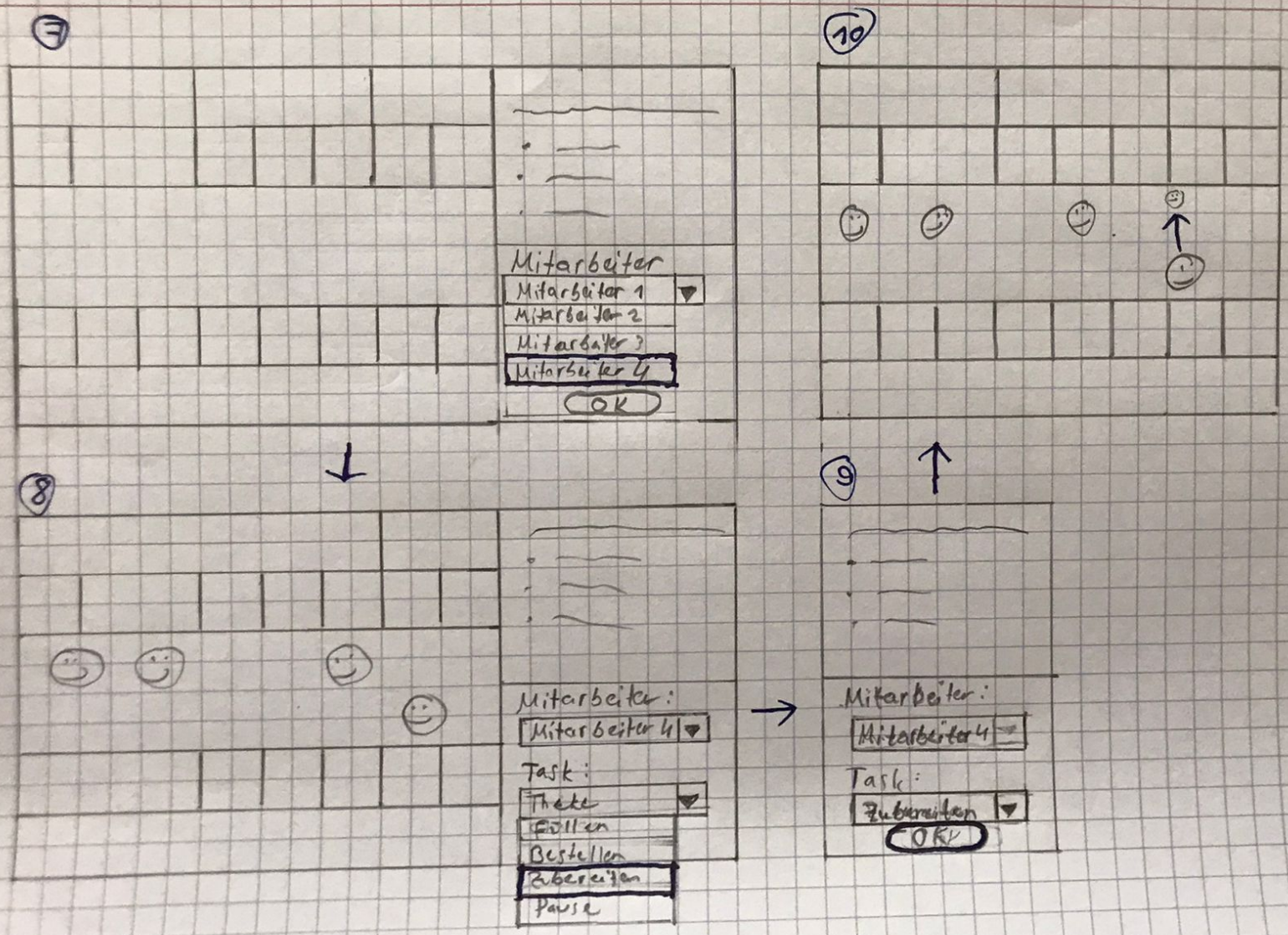
Theke

Employee:

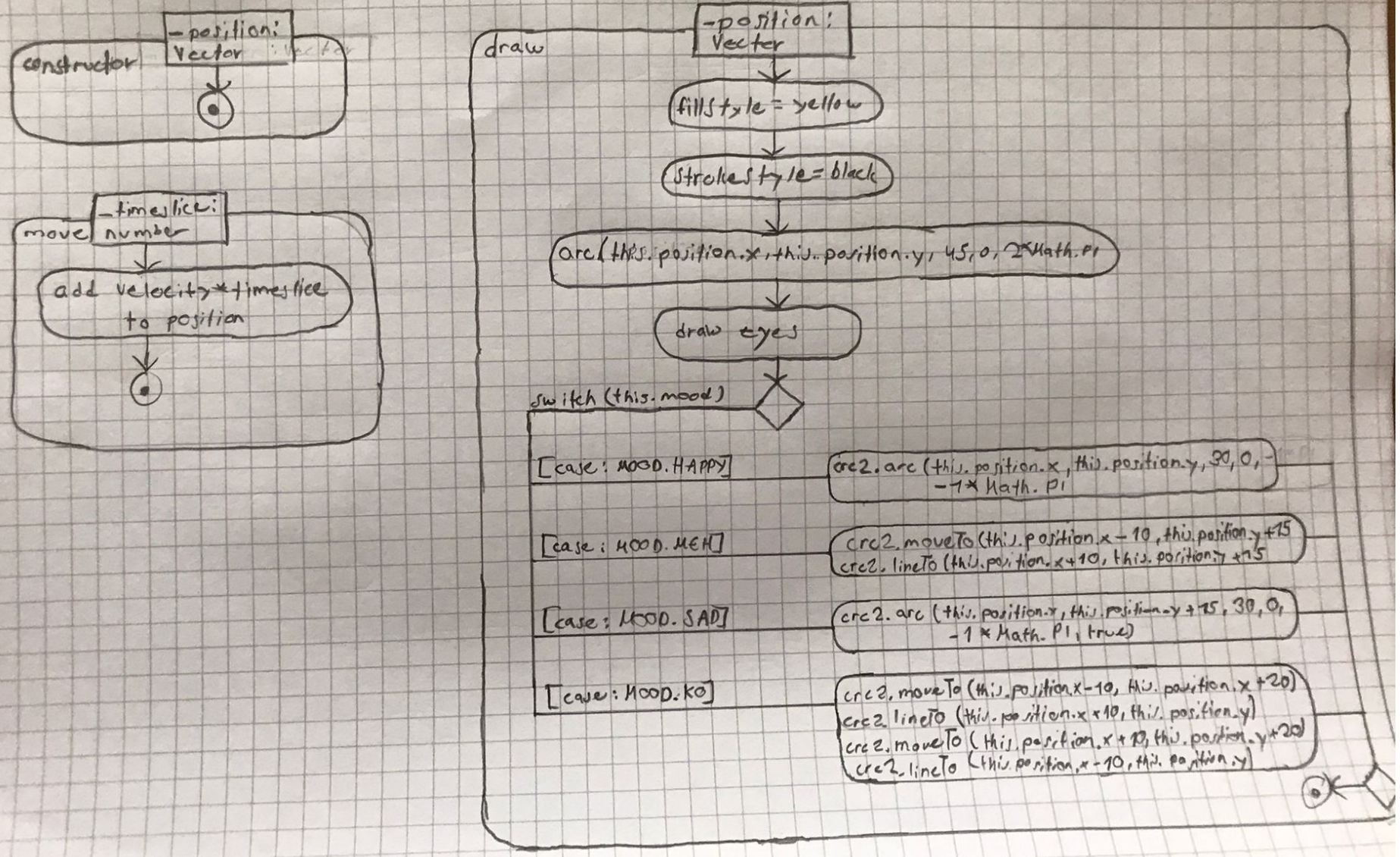


Döner - Trainer : Class Diagram - Human

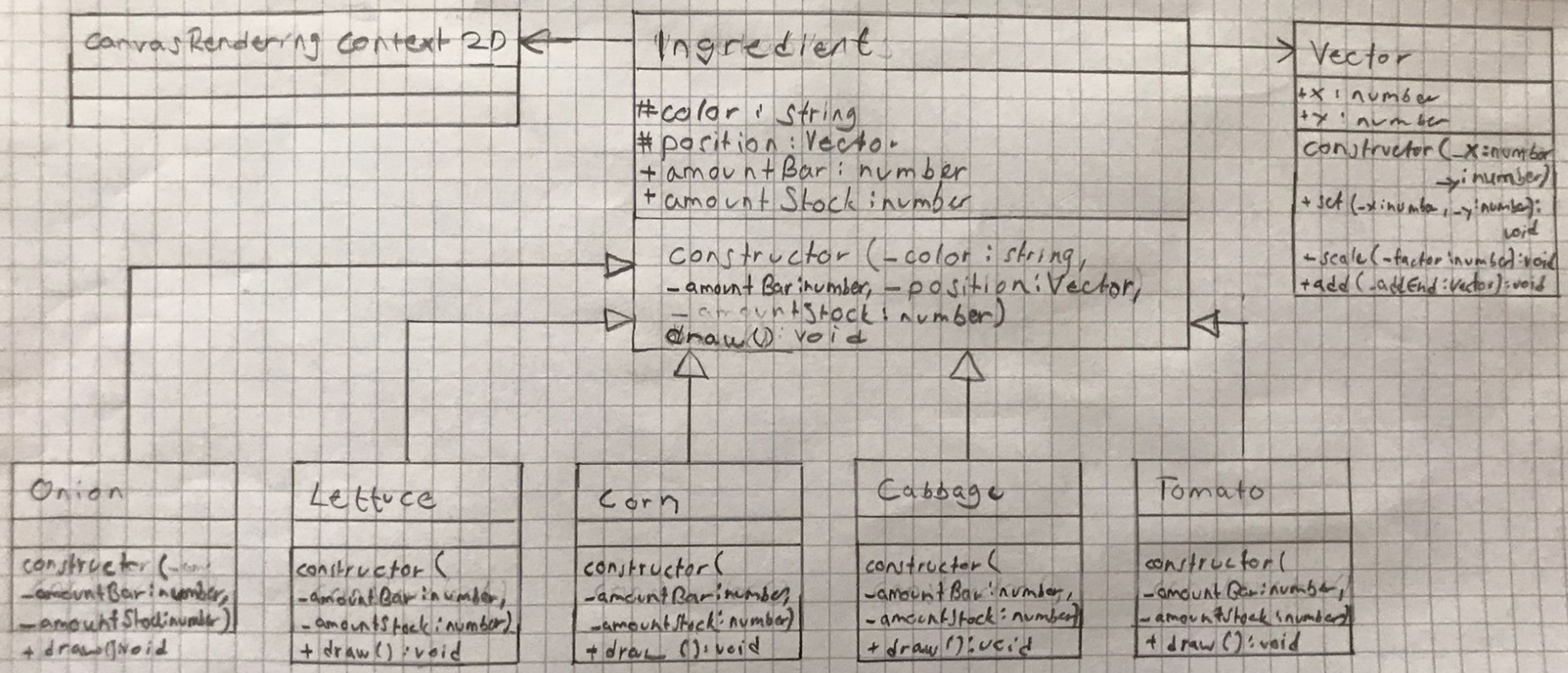



7
Mitarbeiter
Mitarbeiter 1
Mitarbeiter 2
Mitarbeiter 3
Mitarbeiter 4
OK
8
Mitarbeiter:
Mitarbeiter 4
Task:
Theke
Füllen
Bestellen
Zubereiten
Pause
9
Mitarbeiter:
Mitarbeiter 4
Task:
Zubereiten
OK
10

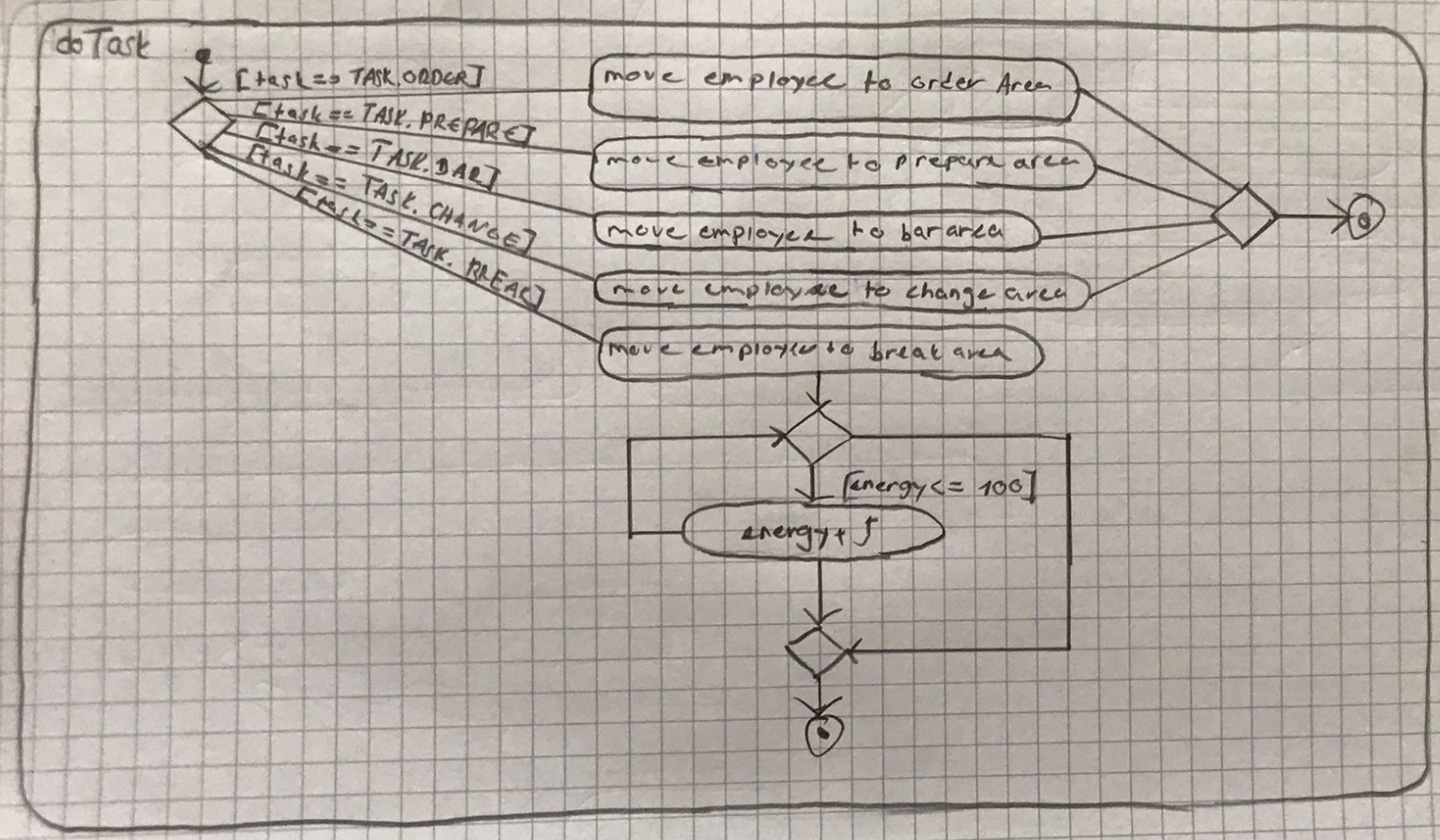
Daner - Trainer:
Activity Diagram -
Human



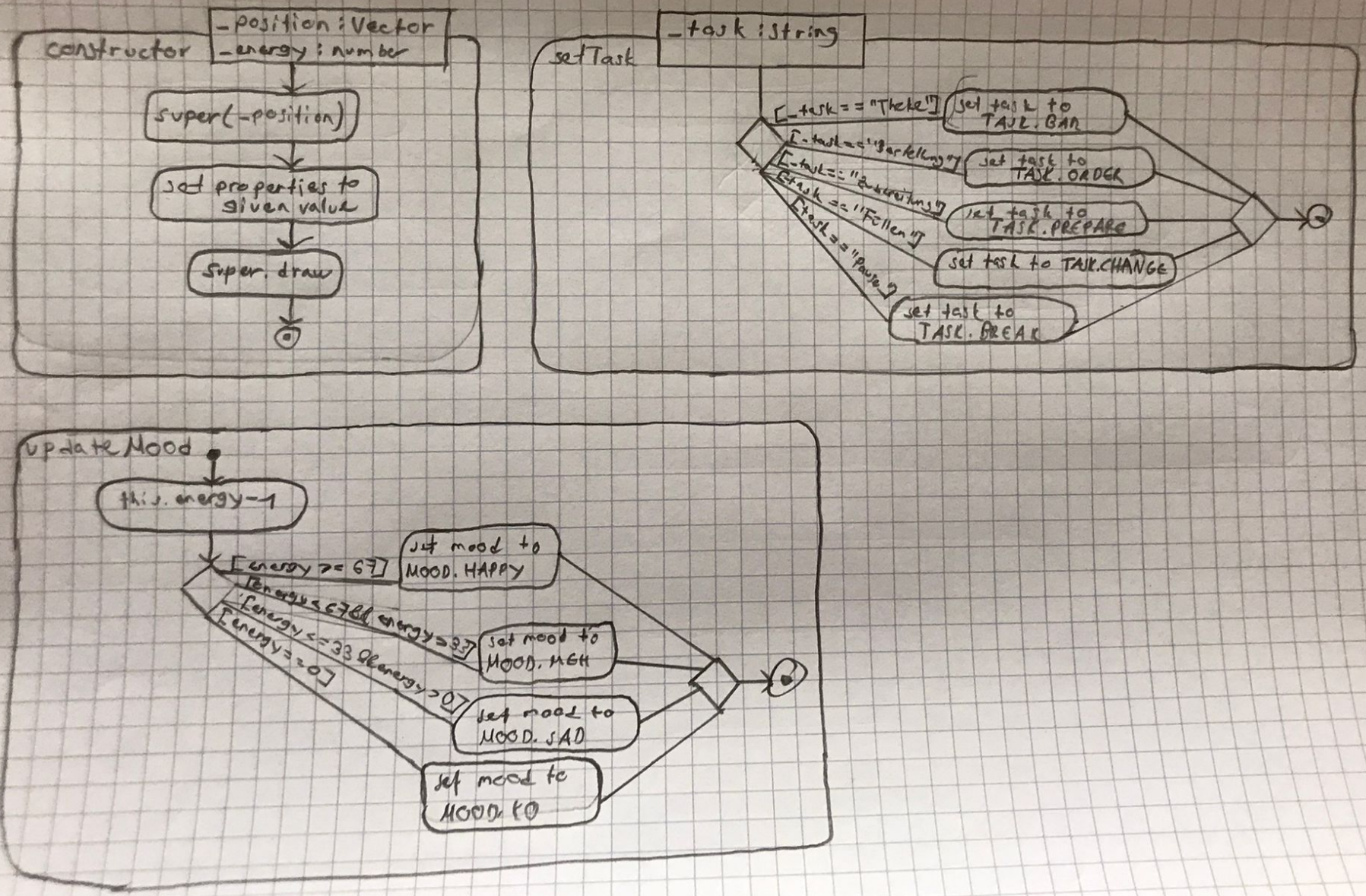
Döner-Trainer : Class Diagram - Ingredient



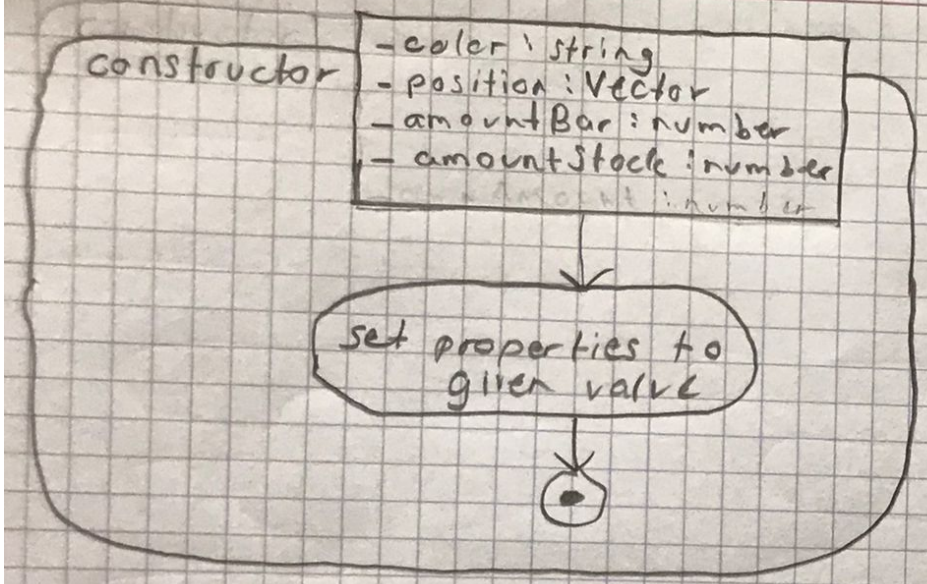
Döner-Trainer:
Activity Diagram -
Employee 2

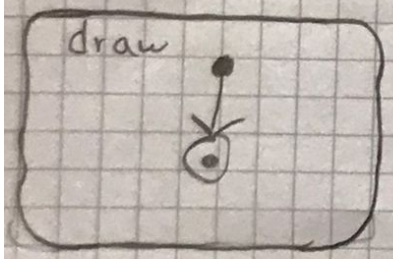


Döner + Trainer:
Activity Diagram -
Employee 1

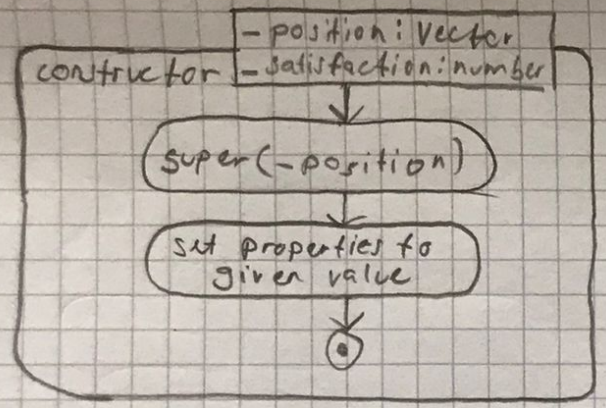


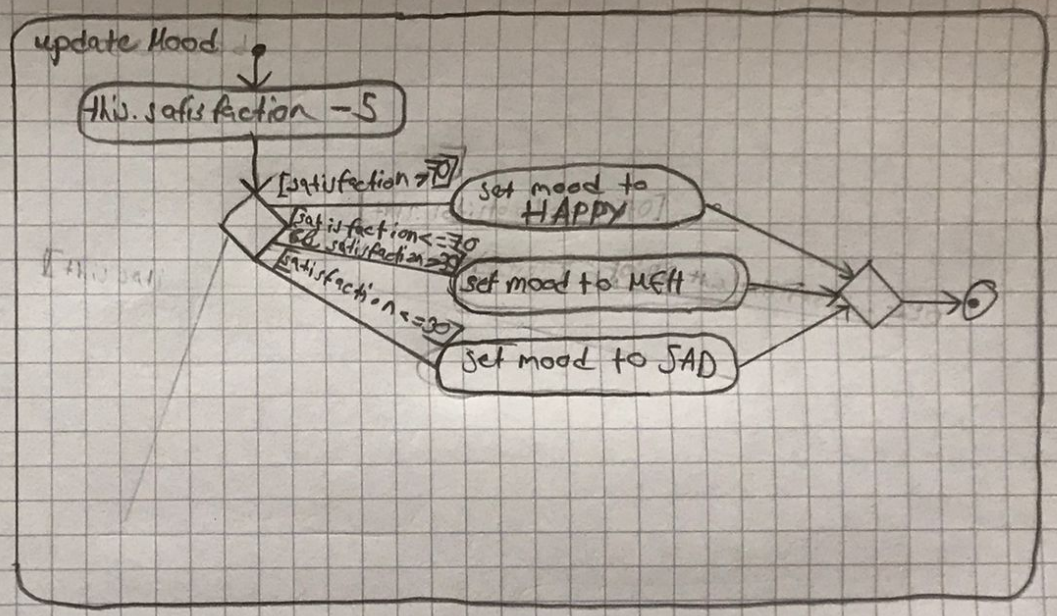
Döner-Trainer:
Activity Diagram – Ingredient

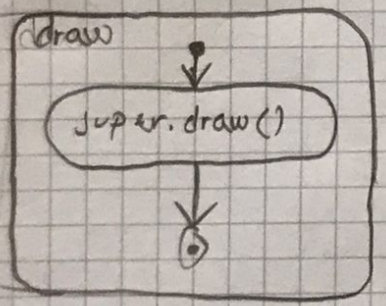


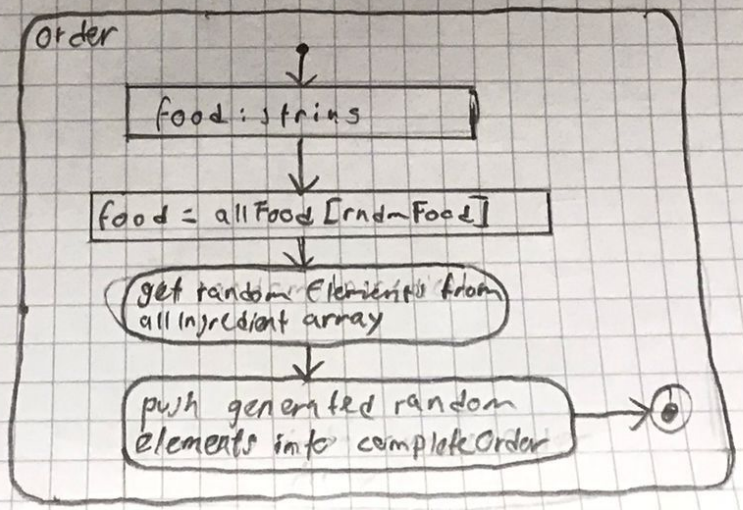


Diner-Trainer:
Activity Diagram-
Customer

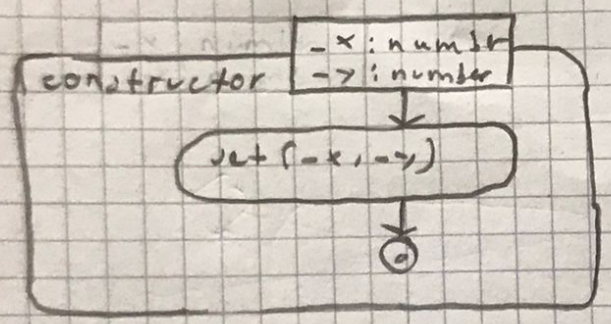


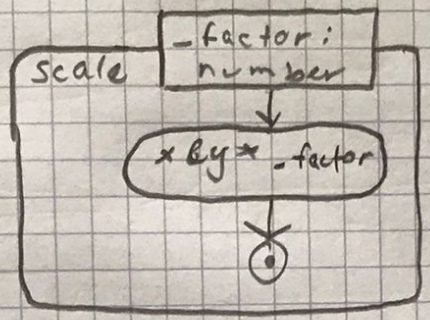


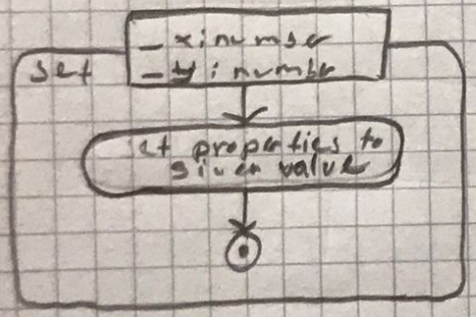


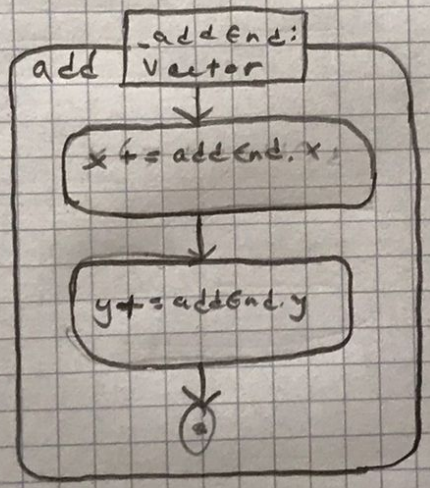


Doner-Trainer:
Activity Diagram-
Vector

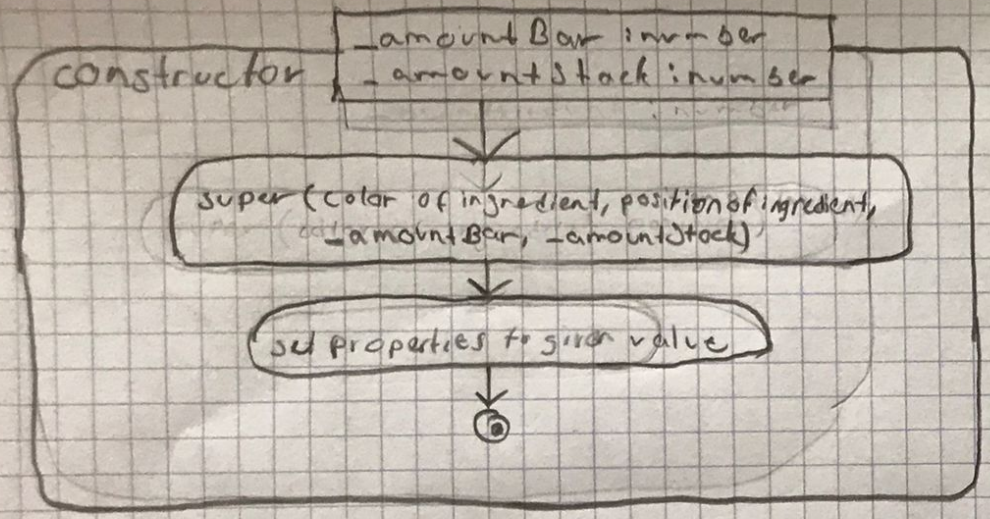


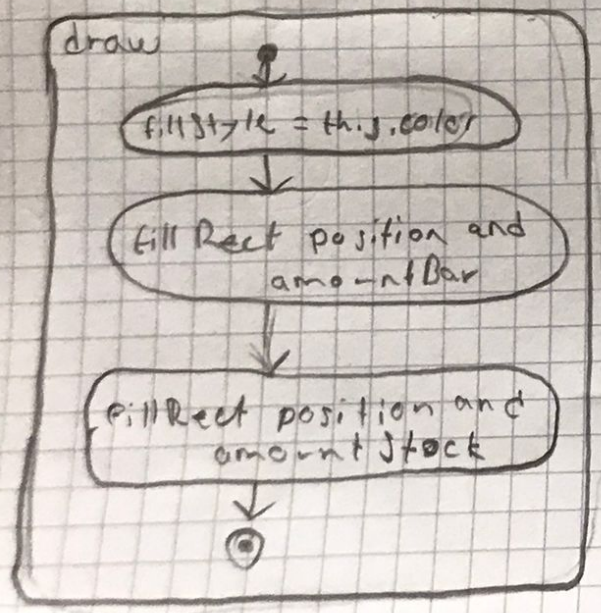




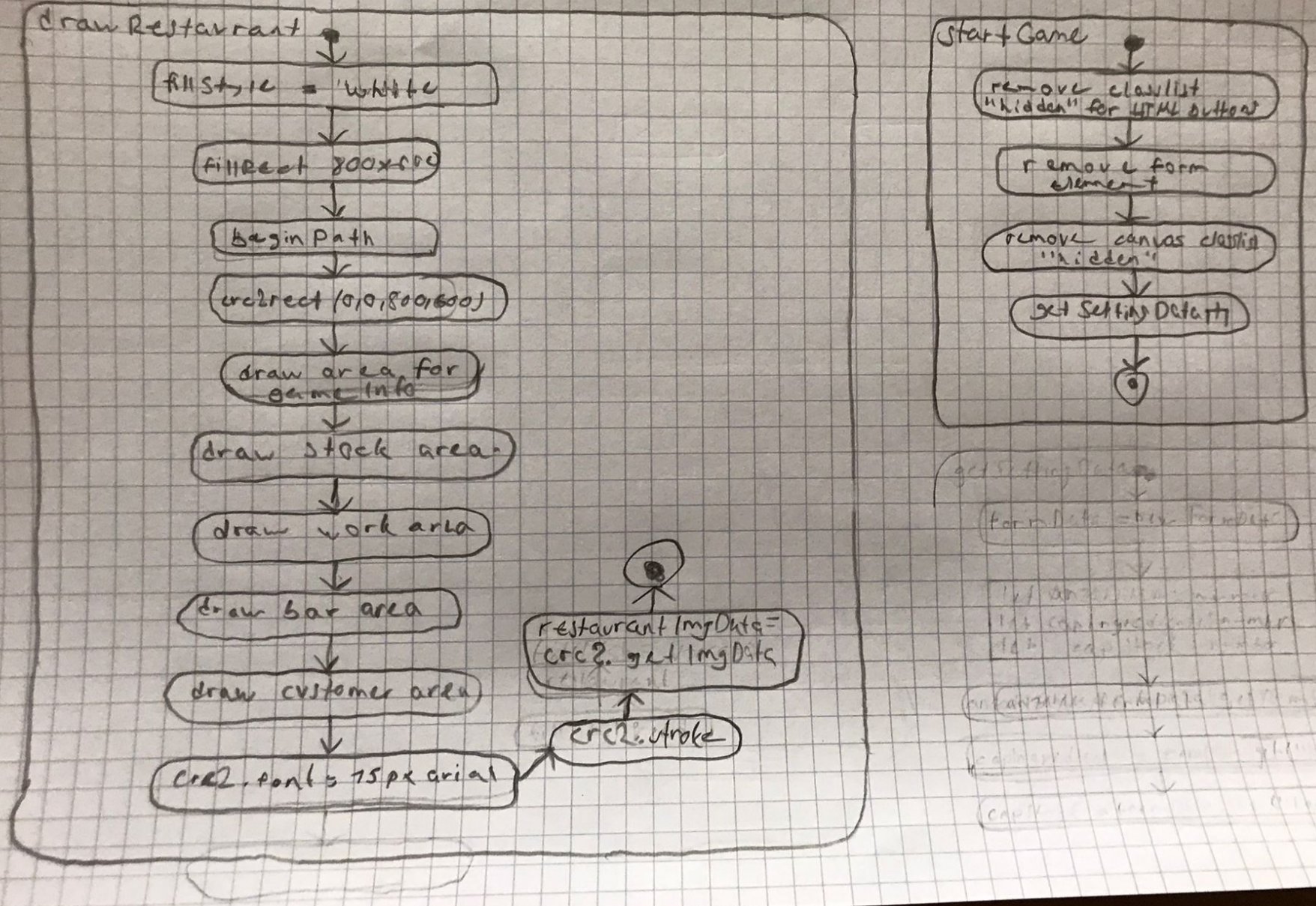


Döner-Trainer:
Activity Diagram – Onion, Lettuce, Cabbage, Tomato, Corn

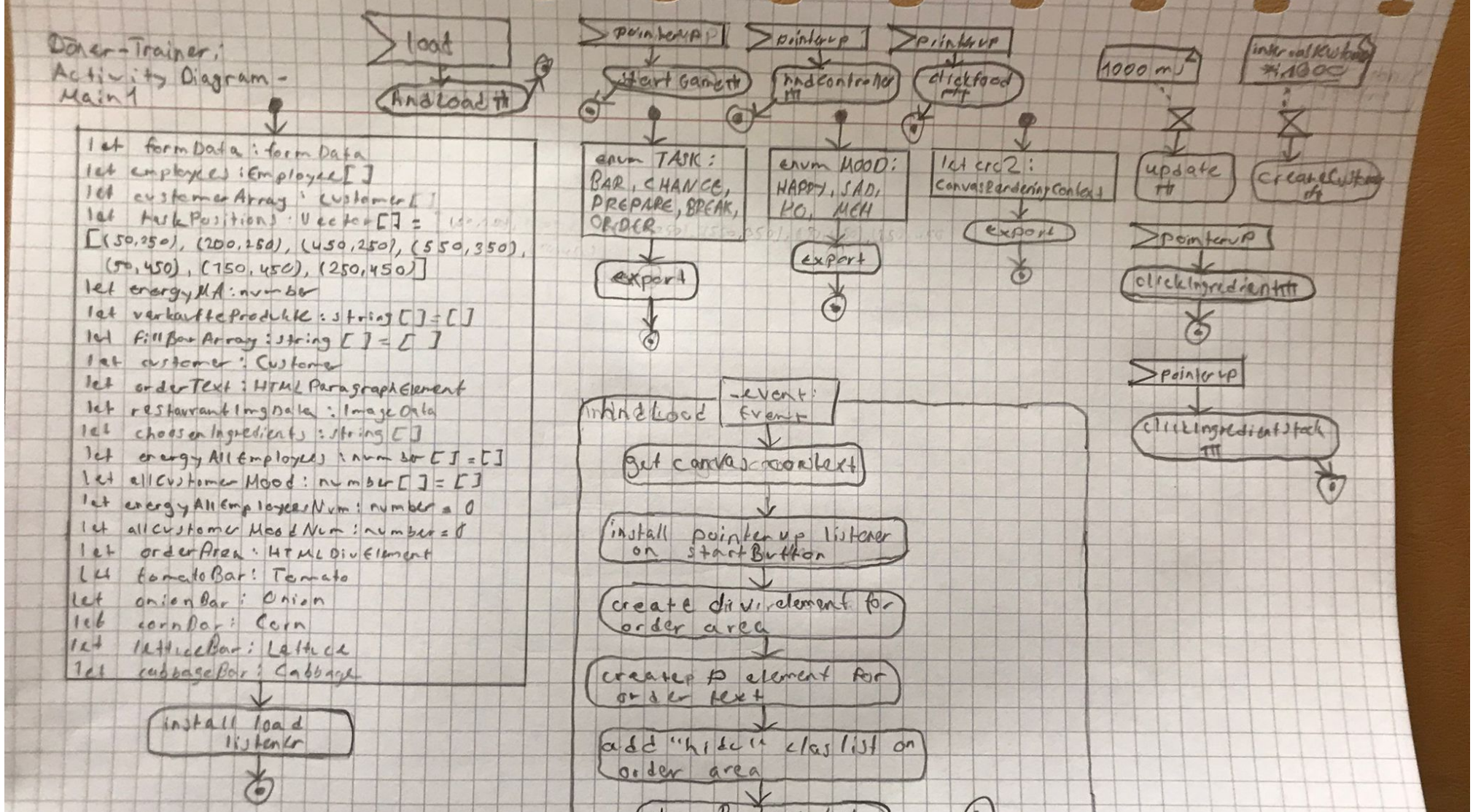




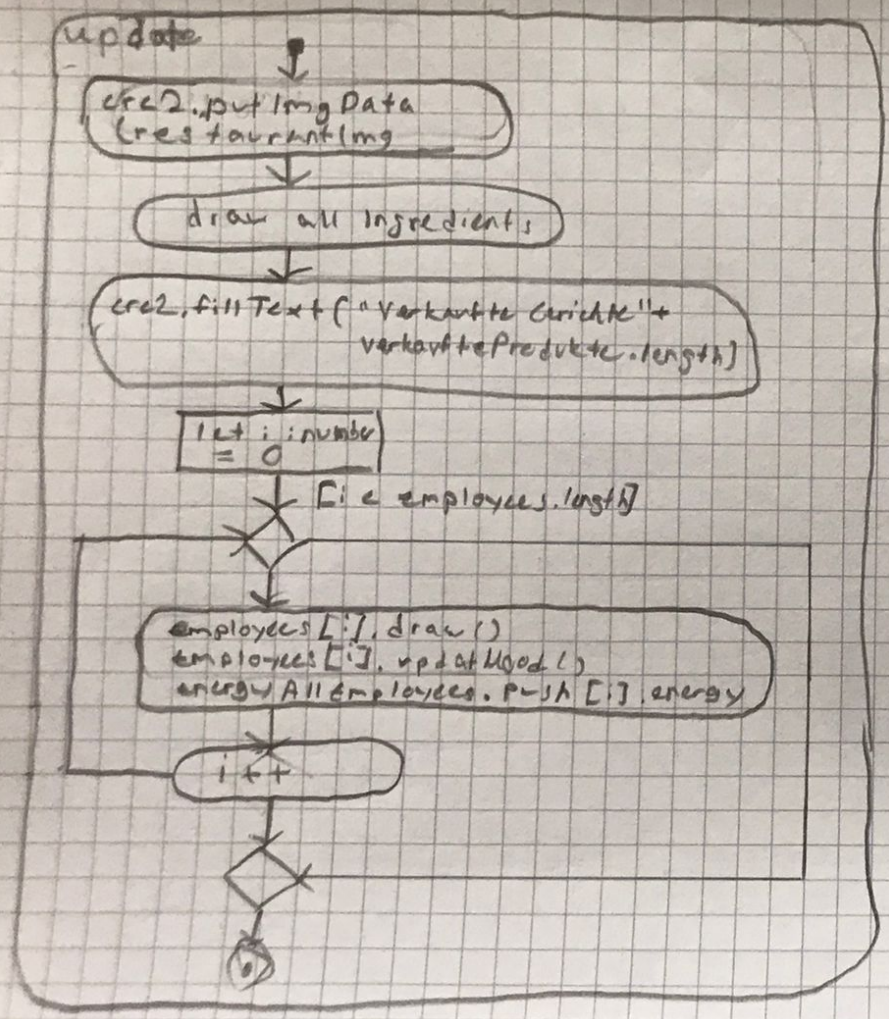
Döner - Trainer:
Activity Diagram -
Main 2

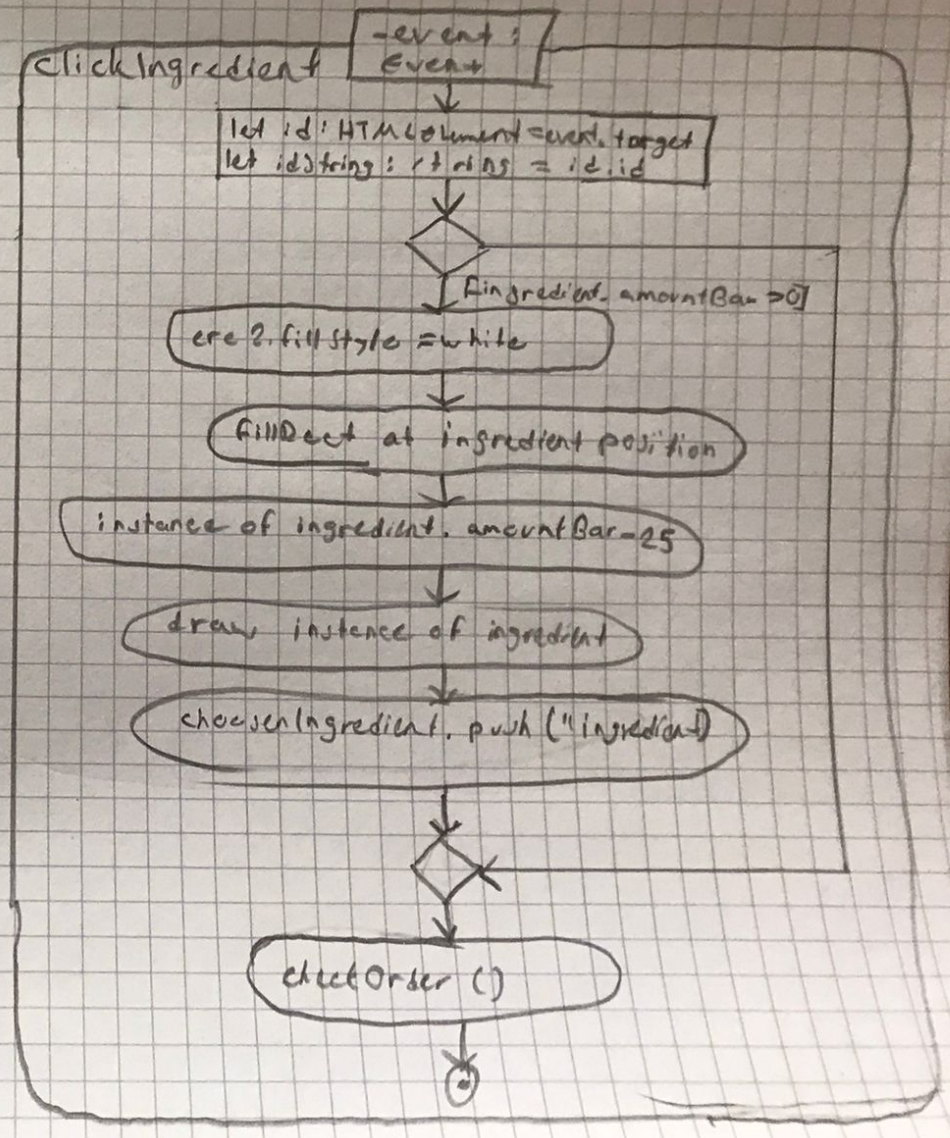


Döner-Trainer;
Activity Diagram -
Main1

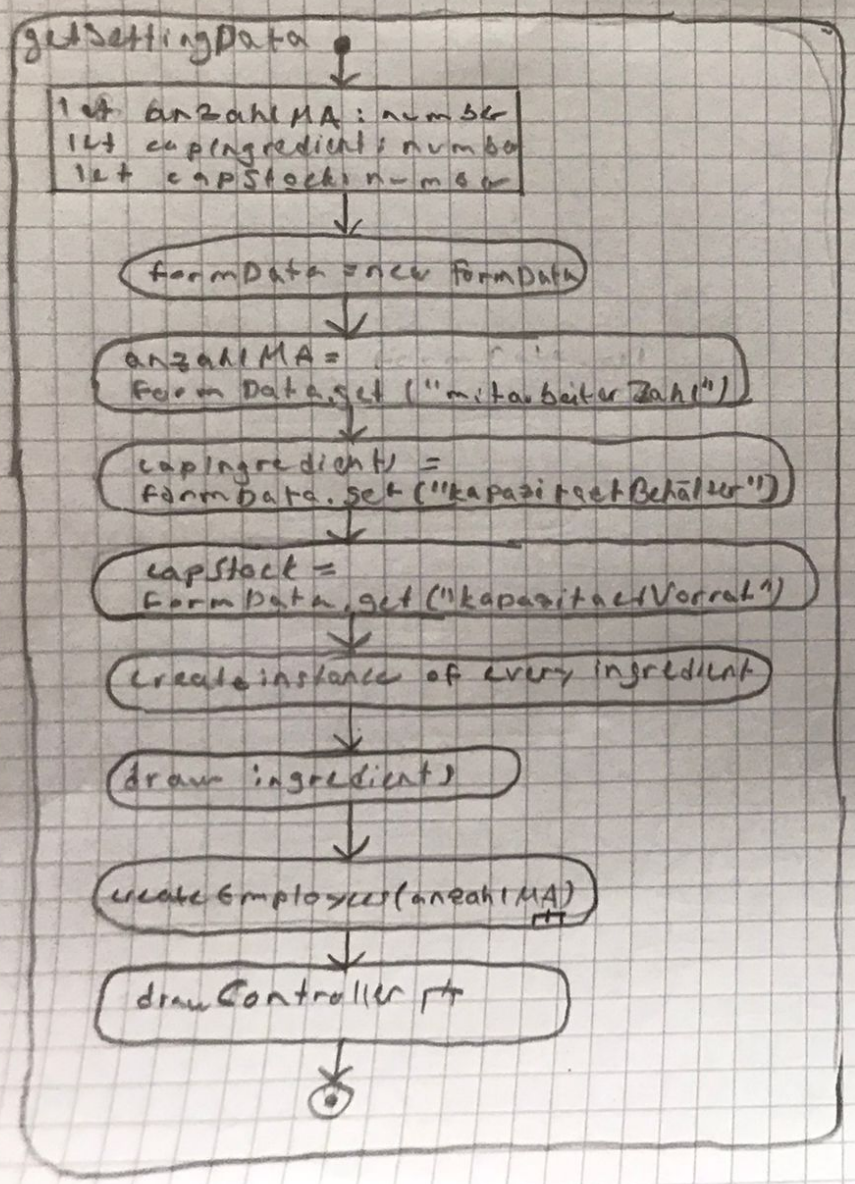


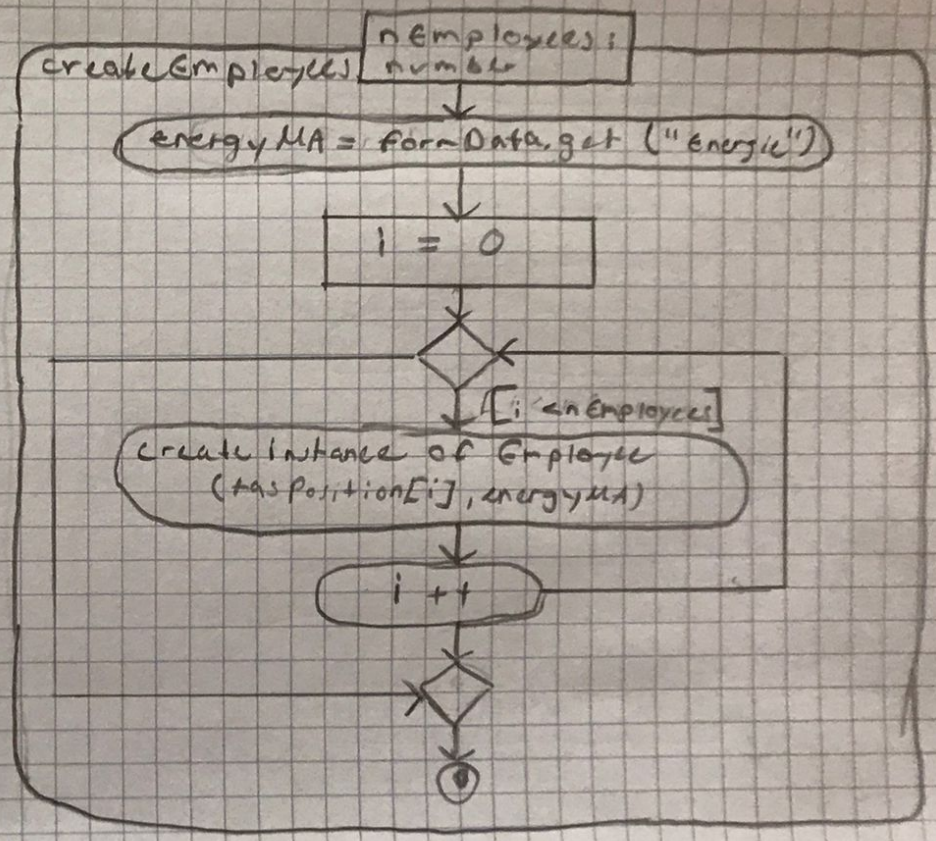
Döner-Trainer:
Activity Diagram-
Main4



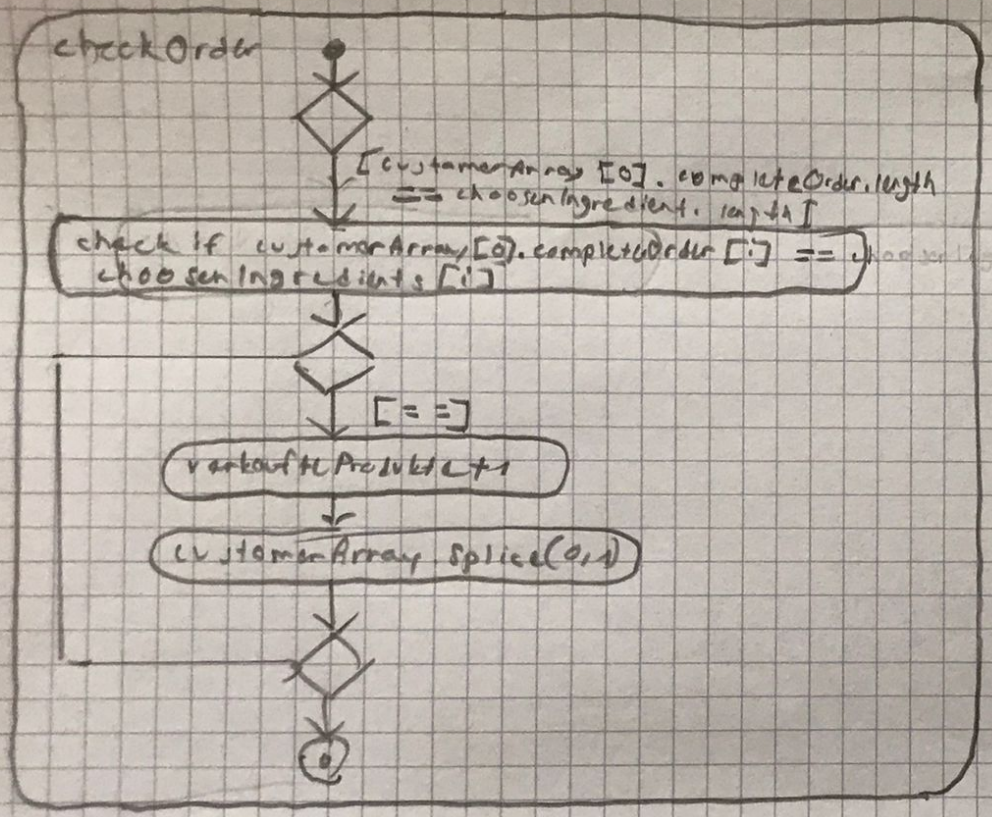


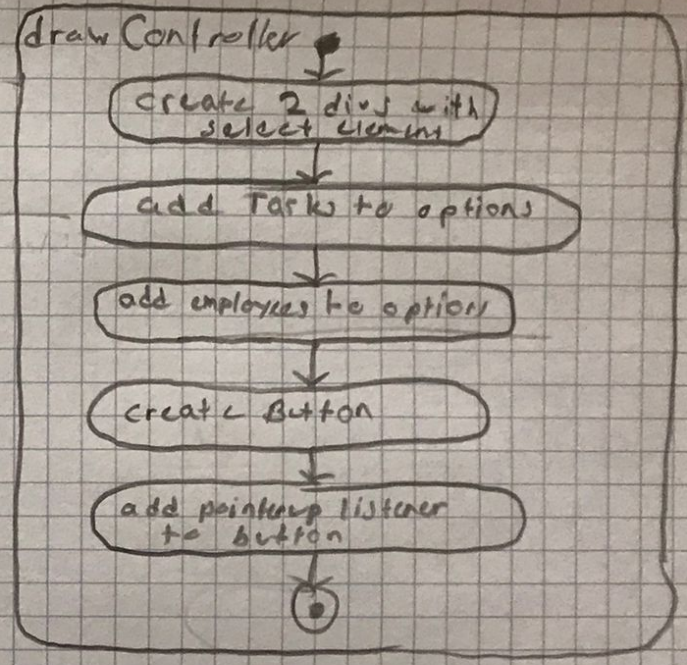
Döner-Trainer:
Activity Diagram -
Main 3

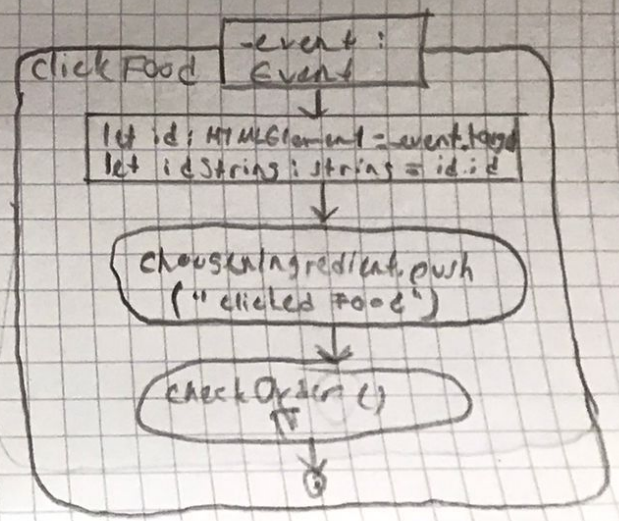




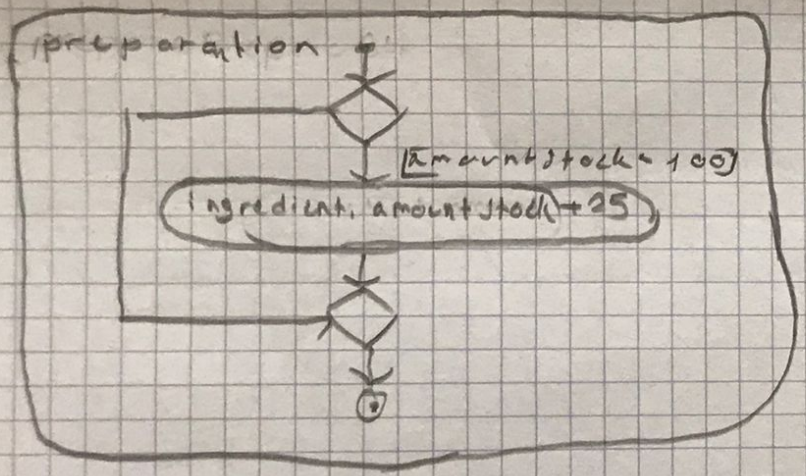
Döner-Trainer:
Activity Diagram-
Main 5

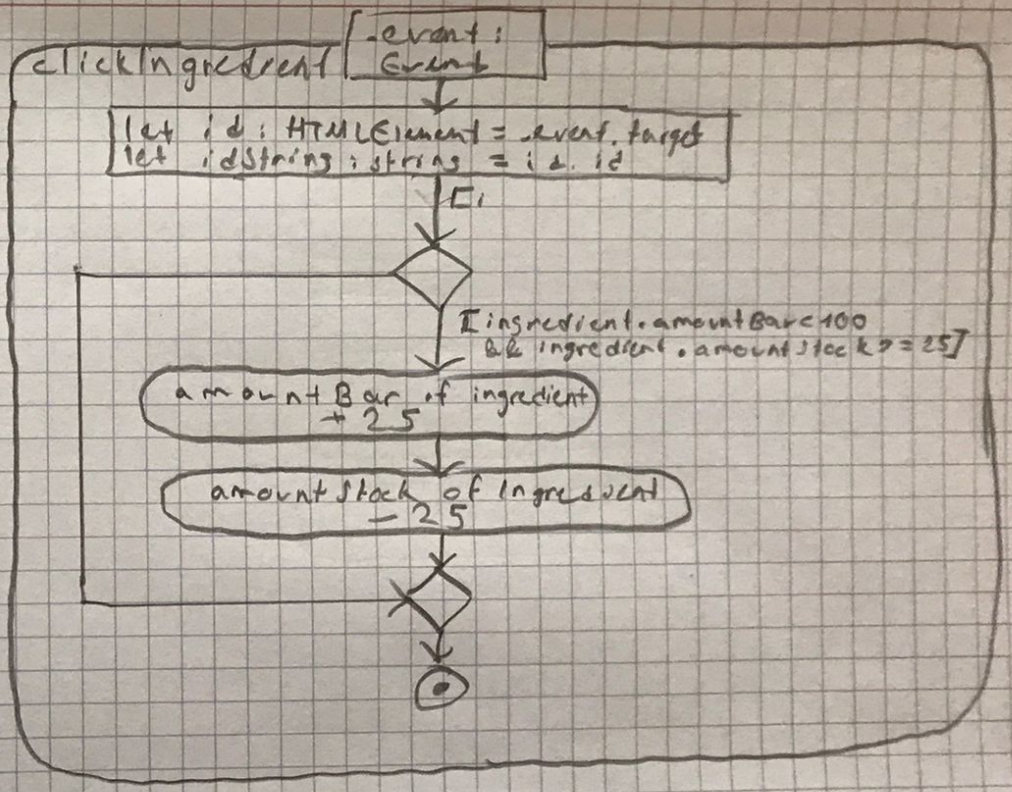
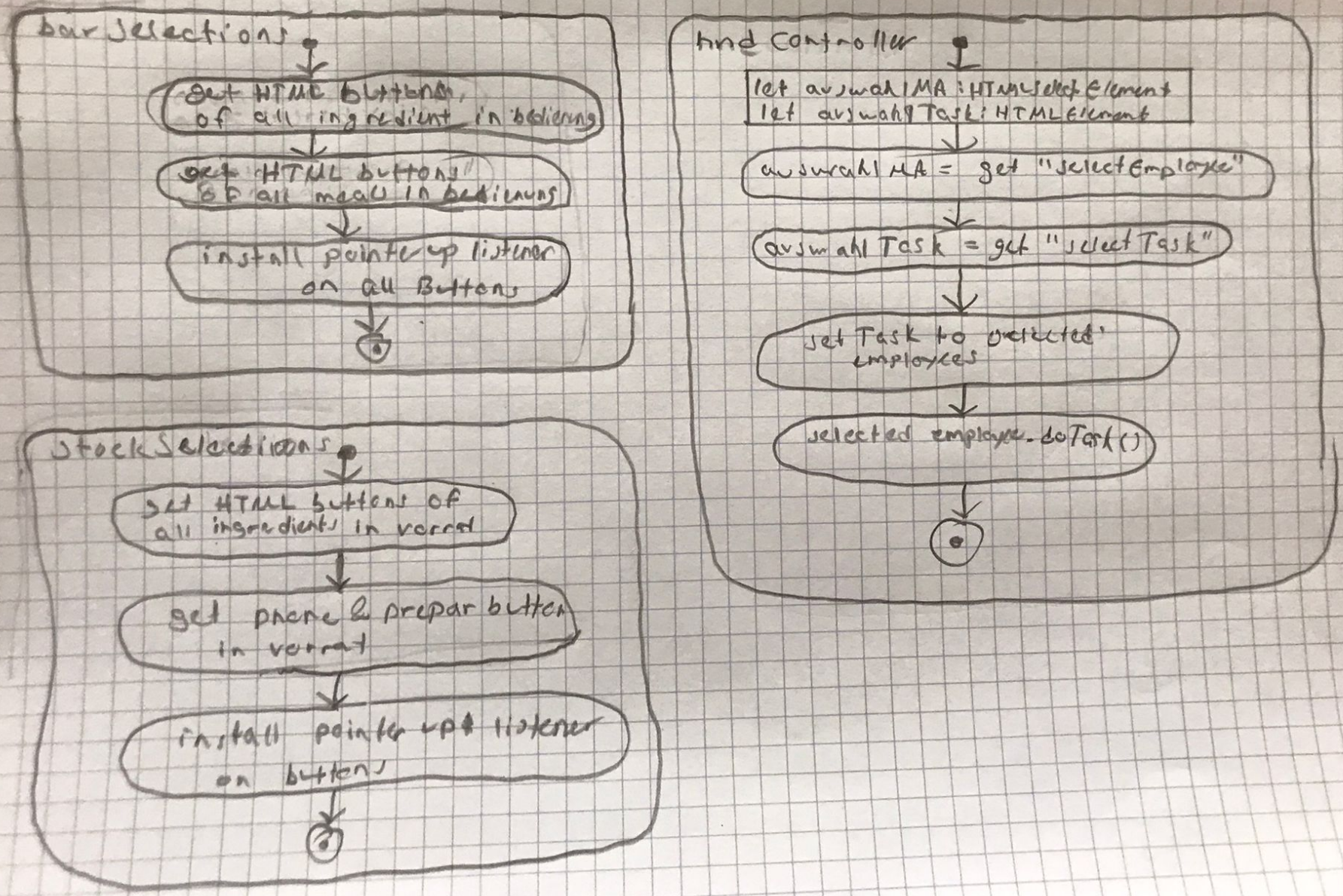






Diner-Trainer:
Activity Diagram
Main 6





Döner-Trainer:
Activity Diagram
Main ⇒