# Extension Burger App

The foremen of Burgerama Burger Shop recognized that their drivers can be in different moods depending on their current workload. Their mood directly affects their motivation which can significantly improve or worsen delivery times.

The following moods and effects were observed by the foreman:

* A driver is in a happy mood if there is no more work assigned to him or her. This will decrease delivery time of the next order that is assigned to the driver by 20 percent. As soon as a new order is assigned to a happy driver, the mood will be balanced again.
* A driver can be in a bored mood which adds 10 percent of total shipment time to the next assigned delivery as the driver gets distracted by his or her social media accounts. 😉
* A driver is in a balanced mood if a driver has work but does not exceed his or her capacity. This mood has no influence on delivery times.
* If a driver exceeds his or her maximum capacity, any driver will be in a stressed mood. As already stated in the previous requirements that adds 15 minutes to the total delivery time of any new order that is assigned to a stressed driver.
* A driver can also be exhausted which enforces him or her to add a coffee break which adds additional 10 Minutes to any new order that is assigned to the driver as long as he or she is on the exhausted mood.

The mood should be also represented by the time simulation feature. There are the following transitions between time cycles

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| --- | --- |
| **Previous Mood** | **New Mood after Time Cycle was executed** |
| Happy | Bored |
| Bored | Balanced |
| Balanced | Balanced |
| Stressed | Exhausted (if number of orders still > capacity) |
| Stressed | Balanced (if number of orders still <= capacity) |
| Exhausted | Stressed |

* The new feature should be implemented using TDD
* The mood should be represented by an interface that is added to the Driver class
* The existing manual tests for the Console / UI should be extended for the new functionality