Order Class:

Sprite (C)

Order (C)
- ○ public Recipe recipe
- ○ public Boolean orderComplete
- ○ public Texture orderImg
- ● public void create(float x, float y, SpriteBatch batch)

Recipe (C)
- ◇ protected ArrayList<Ingredient> ingredients
- ◇ protected Texture completedImg
- ● public void create(float x, float y, SpriteBatch batch)
- ● public ArrayList<Ingredient> getIngredients()

BurgerRecipe (C)
- ● public BurgerRecipe()

SaladRecipe (C)
- ● public SaladRecipe()