```java
private MainGame game;
private OrthographicCamera gamecam;
private Viewport gameport;
private HUD hud;

private Orders orders;

private TmxMapLoader mapLoader;
private TiledMap map;
private OrthogonalTiledMapRenderer renderer;

private World world;
private Box2DDebugRenderer b2dr;

private Chef chef1;
private Chef chef2;

private Chef controlledChef;

public ArrayList<Order> ordersArray;

public PlateStation plateStation;


public Boolean scenarioComplete;

public static float trayX;
public static float trayY;

private float timeSeconds = 0f;
private float period = 1f;
```