op

fire

3

2

1

# Level

\_griddleSize: int

\_title: string

\_perks: List<Item>

\_pointCheckmark: int

# User

\_hp: int

\_points: int

\_money: double

\_level

# Item

\_price: double

\_strength: int

\_

# Shopping Cart

\_items: Dict<Item, quantity>

\_Total: double

Pancake ingredient

Tool

Topping

# Store

\_products: List<Item>

# Pancake

\_levelCooked: enum

\_topping: string

\_shape: string

Cook(): void

Top(): void

# Pancake Manager

\_pancakes: List<Pancake>

\_toppings Dict<string, int>

\_batter: int

Eat(): void

MakeBatter(): void

MakePancakes(): void

CheckIngredients(): void

# Simulator

\_menu: List<string>

DisplayMenu(): int

Play(): void