Prototype explanation

I had like a day and a half to make this prototype so I did everything I could to make it look good. It's a sushi game where you need to make orders and deliver them to a certain table. The table can generate random orders (SushiRoll, Tempura and Nigiri). The player has three tables where he can make different types of sushi by pressing the E key. The first time when he interacts it will cut a fish, second time roll the sushi and third time collect sushi in his hand. The first steps take some time and that's displayed on screen. He needs to make and deliver the correct sushi to the correct table. If he made the wrong sushi, he can drop it by pressing the G key on the keyboard. When he delivers sushi to the correct table he gets points that are displayed on screen. Also we have a mainMenu with Host and Join buttons.Before you click Join button you need to type 127.0.0.1 in EditableTextBox. I'm really happy with what I made in such a short time.