

Processing is launched, and window opens. User is greeted by welcome page and instructions.

Has the user pressed play?

NO
YES

Game begins. Pizza order queue is generated, and cashier station scene is loaded.

Pizza order at the front of the queue is displayed to the player.

Has the user confirmed understanding of order?

NO
YES

Dough station scene is loaded.

Has the user clicked their mouse 20 times (aka kneaded the dough)?

NO
YES

Toppings station scene is loaded.

Has the user made a toppings selection that they are now attempting to add to the pizza (clicking in the appropriate radius)?

NO
YES

Visually, add the topping in the clicked regions to the pizza.

Has the user indicated that they are done with the toppings station?

NO
YES

Oven station scene is loaded.

Has the user selected an oven setting?

NO
YES

Bake the pizza for the appropriate amount of time, according to the setting.

Cut station scene is loaded.

Is the user clicking and dragging their mouse?

NO
YES

Visually, cut the pizza in the corresponding region.

Has the user indicated that they are done with the cut station?

NO
YES

Serve station scene is loaded.

Check the level of correspondence between user's completed pizza and the pizza order. Display this pizza's score to the user.

Is this the last pizza order in the queue?

NO

Dequeue the pizza order.

YES

Display overall score to the user. End game.

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time spent: