

Class: Cook
Responsibility: Should be able to switch between the cooks Should be able to move the cooks Cooks should be able to complete an action with what is in front of them If cooks bump into each other nothing happens Cooks can hold two things at a time but cannot complete any actions during this
Collaboration: Cooking Pantry

Class: Customer
Responsibility: Demand to be served a recipe
Collaboration: Counter

Class: CookingStation
Responsibility: Parent class for the different cooking stations and requirements. E.g. different instances of cooking class for cutting, baking, frying and serving (each with their own utensils)
Collaboration: Cook

Class: Recipe
Responsibility: Store the recipe which is needed for the customer
Collaboration: Ingredient/Utensil

Class: Ingredient/Utensil
Responsibility: Allows the cook to create the dish
Collaboration: Pantry

Class: Pantry
Responsibility: Is a store of the ingredients
Collaboration:

Ingredient/Utensil
