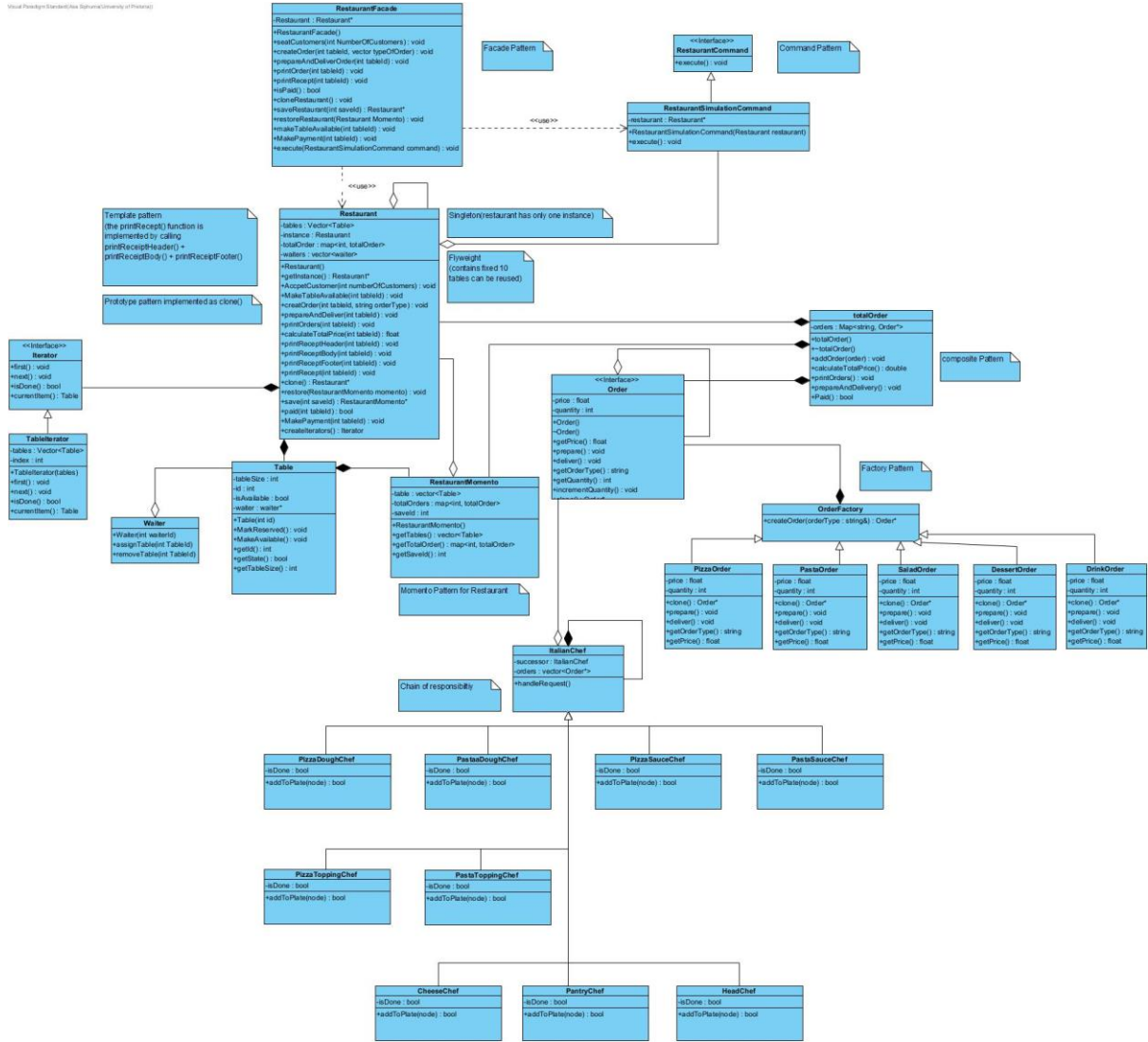


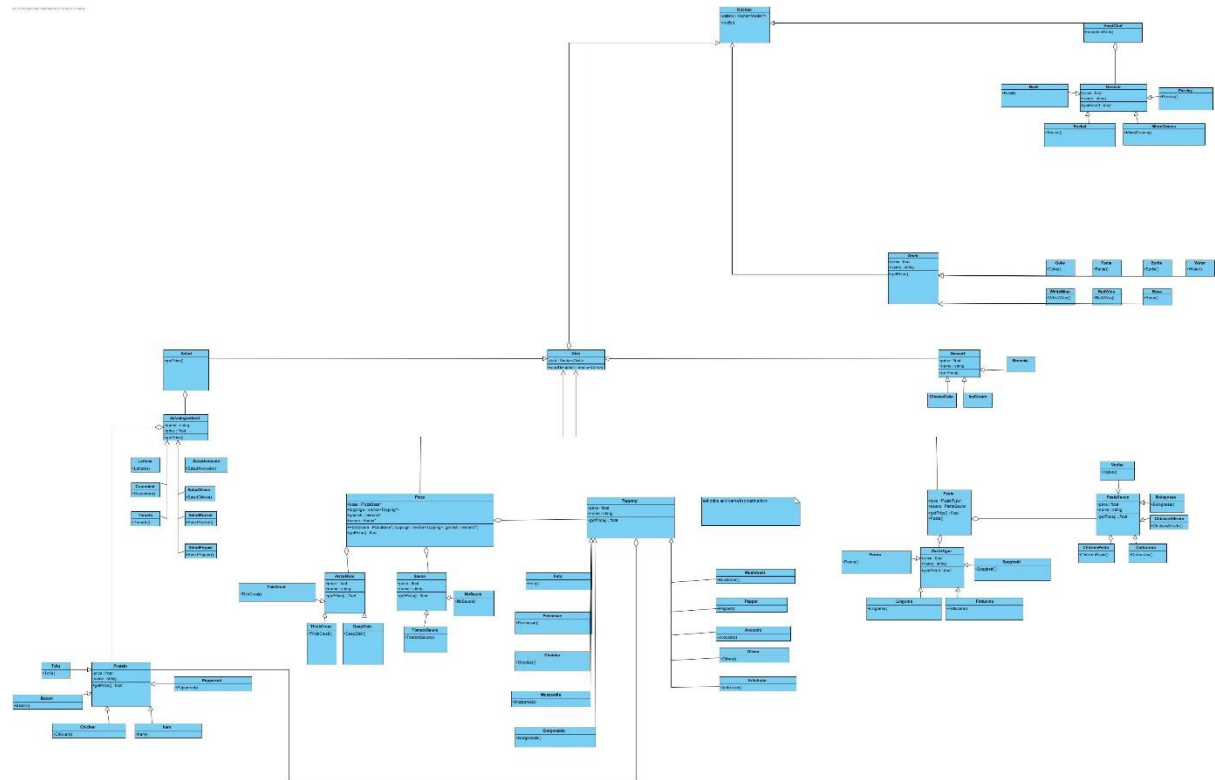
Initial Floor



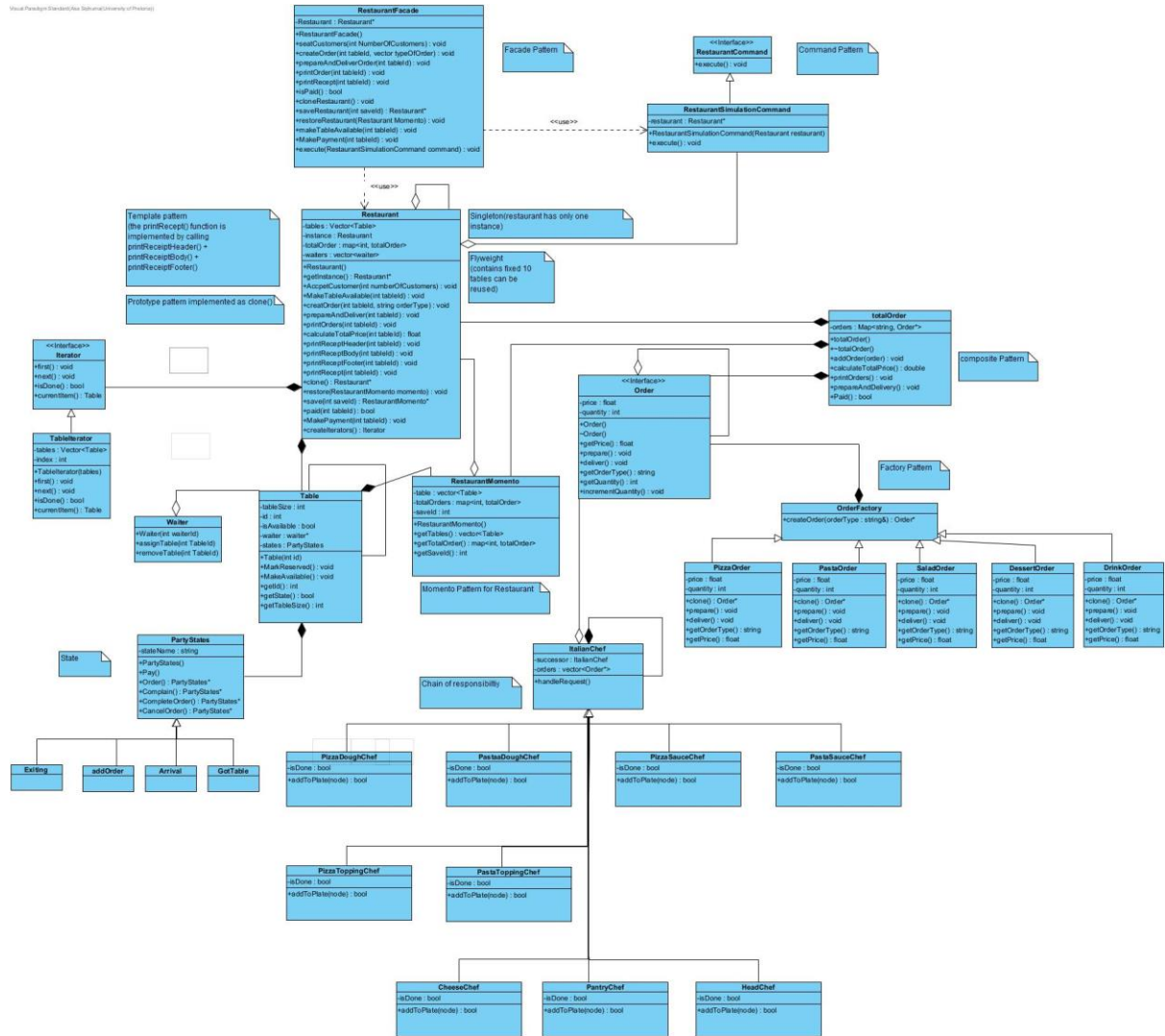


Final

Journal of Interpersonal Violence 28(12)



Visual Paradigm Standard (Ase Tshumai/University of Pretoria)



Game Loop

Our 214 game loop (suggestion)

0. Restaurant is a **Singleton**

1. Print out all customers in the queue

2. **Iterate** to the customers we wanna put in the store (maybe let's say there's only 3 tables left in the restaurant and this is a party of 6, therefore we have to put tables together (shows the **flyweight**)

3. Print out what tables they are seated at

4. Print out our menu (make it look good)

5. Ask customers if they want to order now or wait - if not go to the other table waiter is assigned (make an assumption that the other table the waiter goes to has started eating and they say their good for now) -> used **prototype** to make waiters since they have the same function

6. Waiter goes back and asks their order -> **memento** is used to store the order

7. Order is taken to the headChef who is a **mediator** between the waiters and the chefs

8. Print out the **chain of responsibilities** ask the order travels from one chef to another

9. The dish is taken to the headChef who will add garnish to the dish (decorator)

10. We'll also add drinks

11. Order will be delivered to the table (court they are eating)

12. Print out their bill

During all this we will also indicate the **state** of the party as we go along