

Priority	Feature	How to Demo (Acceptance Criteria)	Notes	Related Folder/Class
1	Rendering Map	Start the game → floor, counters, cooking stations, and ingredient boxes successfully appear.	Visual verification	core/Map.java, ui/MapPanel.java
2	Rendering Player	Player character model appears on game start.	Visual verification	core/Player.java
3	Player Movement & Collision	Player moves with arrow keys; cannot pass through walls or counters.	Gameplay test	core/Player.java
4	Pick Up Items	Press E near an ingredient → player successfully holds the item.	Gameplay test	core/ItemInteraction.java
5	Drop / Stack Items	Press Q near an empty counter or tile → ingredient moves from player to the tile.	Gameplay test	core/ItemInteraction.java
6	Chop Ingredients	Press Space near the chopping station → ingredient becomes chopped.	Gameplay test	items/PrepIngredient.java
7	Basic Cooking	Place an ingredient on the cooking station → ingredient becomes cooked after a set duration.	Gameplay test	items/Meat.java
8	Stacking Logic	Player can hold multiple ingredients. Up to 4 ingredients can be stacked per tile.	Gameplay test	core/ItemInteraction.java
9	Orders System	Four unique customer orders appear visibly at the start of the game.	Gameplay test	core/Order.java
10	Order Delivery & Validation	Deliver a completed order → order is checked; OrdersPanel provides a green visual confirmation.	Visual feedback	core/Order.java, ui/OrdersPanel.java
11	Game Timer	A visible countdown timer starts at 2 minutes and is displayed on the screen.	Gameplay test	ui/Timer.java

12	Game Over / Victory	Completing all four orders triggers the Victory screen. Failing to complete them in 2 minutes triggers the Game Over screen.	Gameplay test	ui/GameOver.java, ui/Victory.java
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Notes:

Controls:

- Arrow keys -> Move player
- E -> Pick up ingredient
- Q -> Drop / stack ingredients
- Space -> Chop ingredient

Advanced Topics Demonstrated:

1. Version Control (Git & GitHub) - Uses Git for version control, tracks changes, enables collaboration - Features developed on separate branches for isolation - Commit messages descriptive - GitHub allows PRs and clean merging into main

2. Game Design Principles - Clear goals: Deliver all four orders in 2 minutes - Player feedback: OrdersPanel turns green when order completed - Challenge & pacing: 2-minute timer adds urgency - Interaction mechanics: picking, dropping, chopping, cooking, stacking - Scalable design allows easy addition of new ingredients/orders - UI considerations: timers, orders, visual feedback