Activity Diagram - Employee

click "break" button
takeBreak → ●

1 sec
changeMood → ●

click "OK!" button
takeOrder → ●

constructor
_employeeNum: number
- super(_position) — position range in kitchen
- set velocity to 0,0
- set mood to random between -10 and +10
- set busy to false
- set selected to false
- employeeNum = _employeeNum
→ ●

changeMood
● → updateTime
- [<=5] → ●
- [>5] → mood = worktime - pausetme → ●
- What is gametime?

updateTime
● → (What is busy?)
- [false] → pausetime += moodFactor
- [true] → worktime += moodFactor
→ ●

draw
●
- save transform
- translate to position
- (What is mood?)
  - [-50 - (-41)]] → draw un-challenged
  - [-21-(-40)]] → draw bored
  - [-20 - +20] → draw happy
  - [21-40] → draw stressed
  - [41-50] → draw over-challenged
- restore transform
  - [this.selected == true] → drawHighlight
  - [this.selected == false]
→ ●

getClicked
_xClick: number, _yClick: number
- define distance between position clicked and this.position
  - [distance <30] → this.selected = true → this.showBreakBtn → true
  - [distance >30] → this.selected = false → false

showBreakBtn
●
- [didBreak == false] → ●
- remove class list is hidden from breakButton
- install click listener on breakButton
→ ●

takeBreak
●
- this.moveTo out of the door
- (30 sec)
- set "random" position in kitchen
- set didBreak to true
- set pausetime and workime to 0,
→ ●

takeOrder
●
- hide displayOrder div
- remove class list "isHidden" from topIngredient button
- install click-listener on "topIngredient-Button" → create new Order (false) → ●