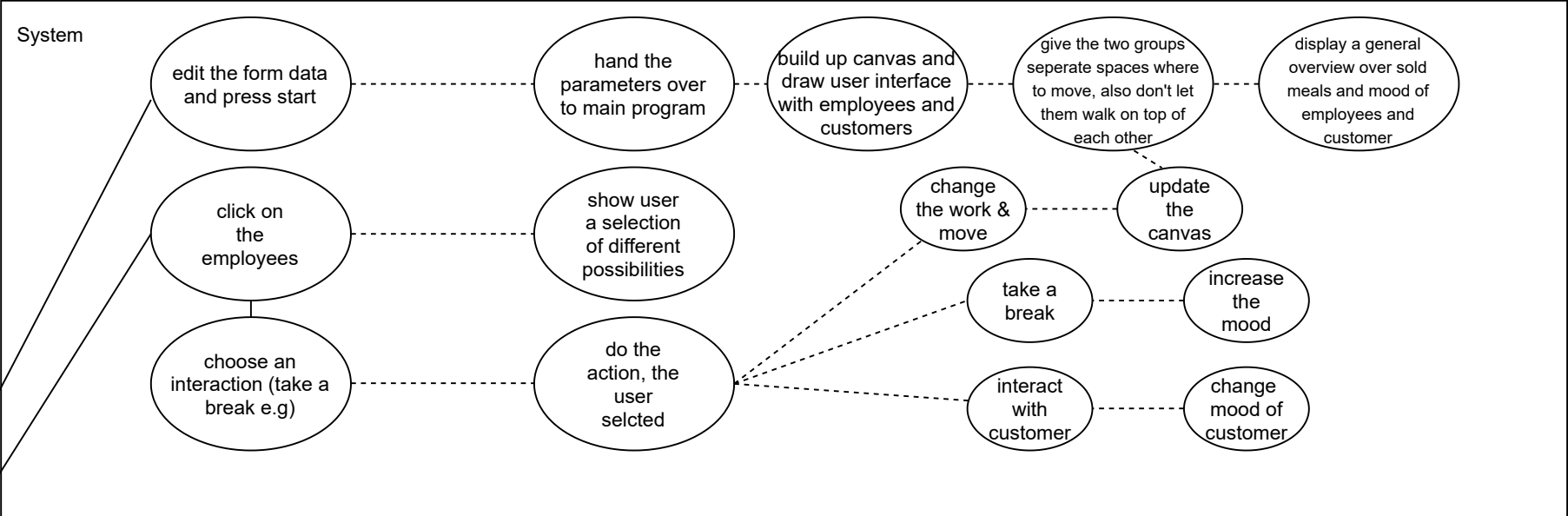
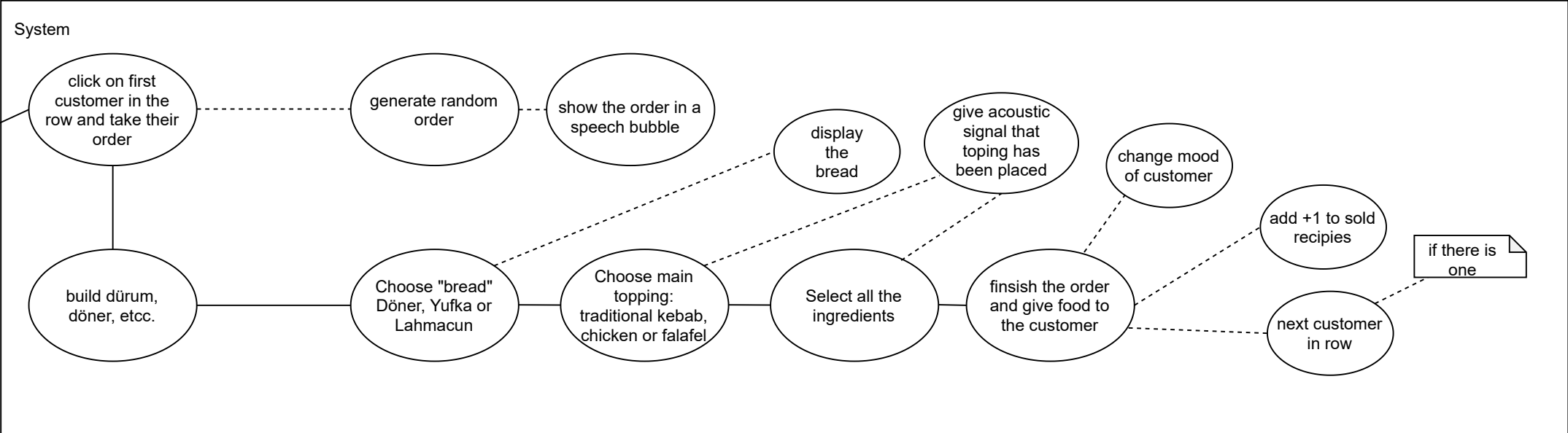


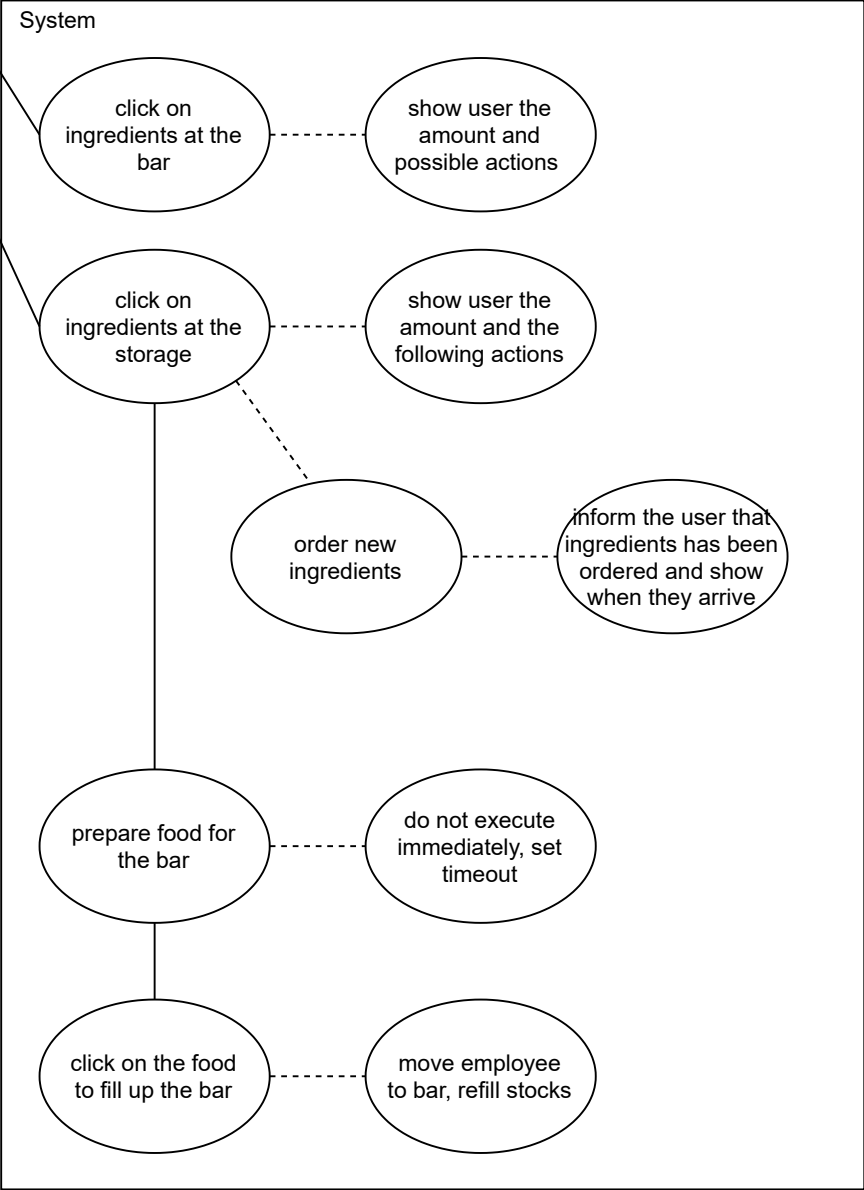
Use-Case Diagram: General interactions and the game start



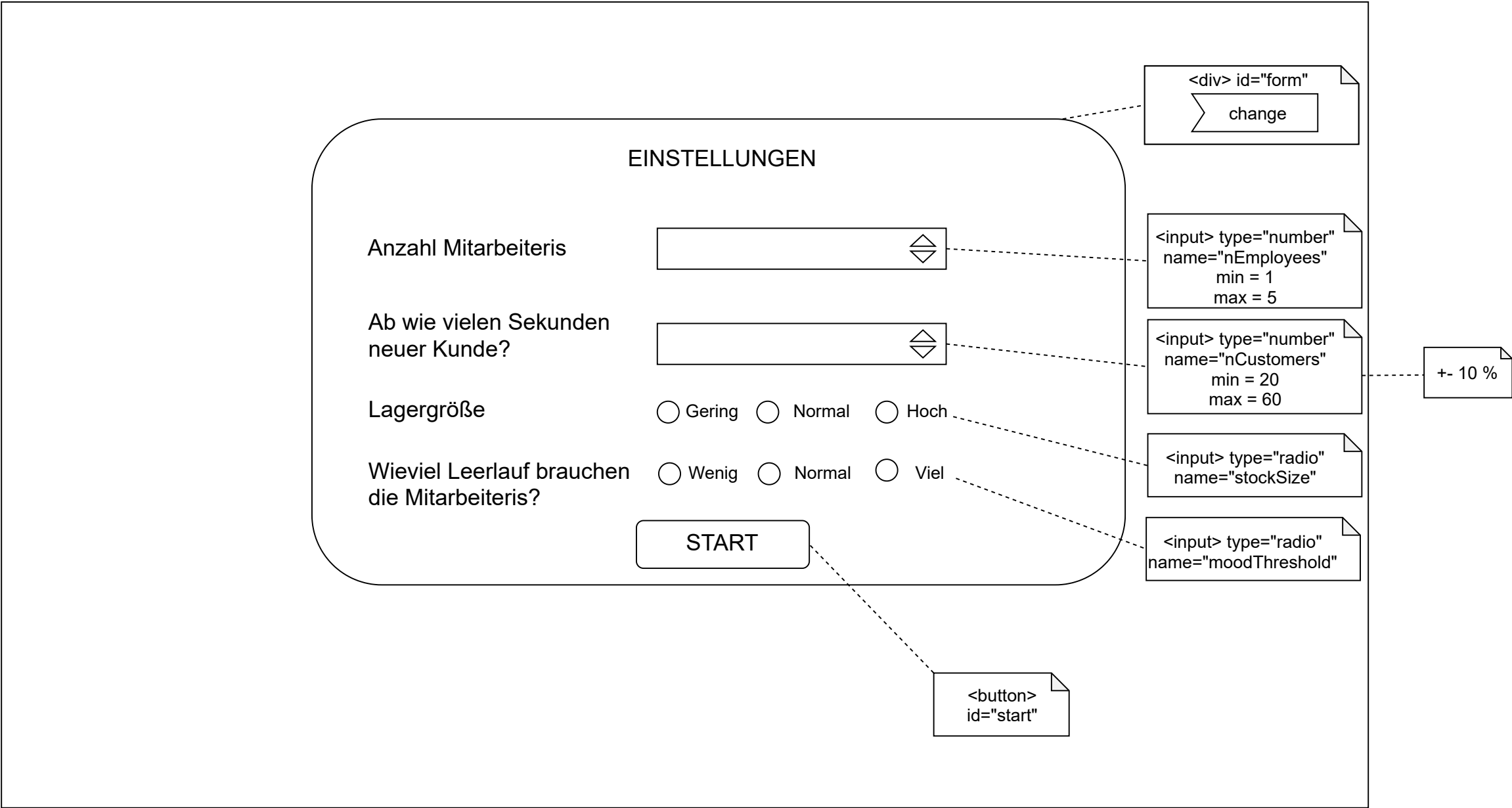
Use-Case Diagram: Take the order and build a döner



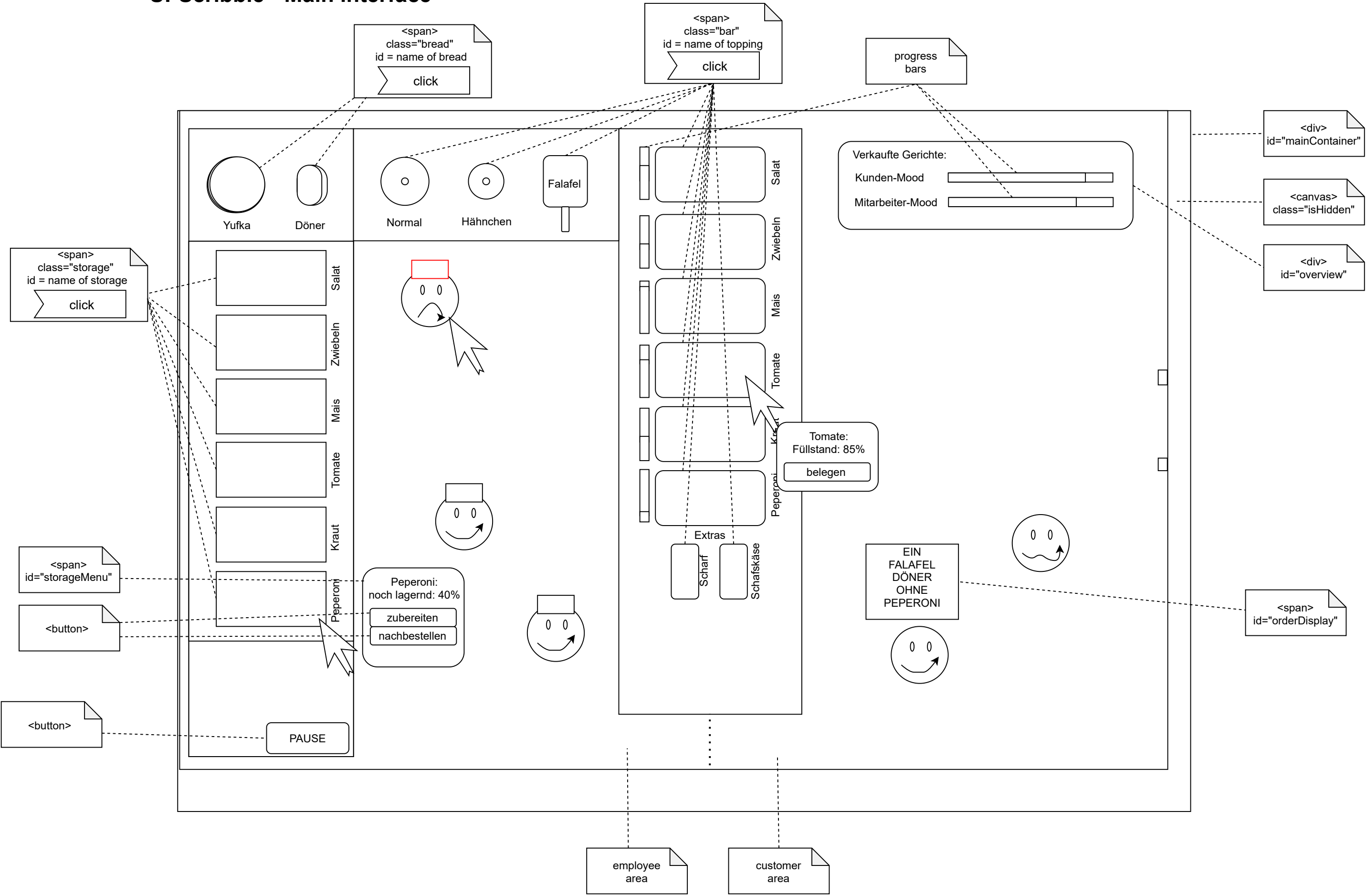
Use-Case Diagram: Handle all the ingredients



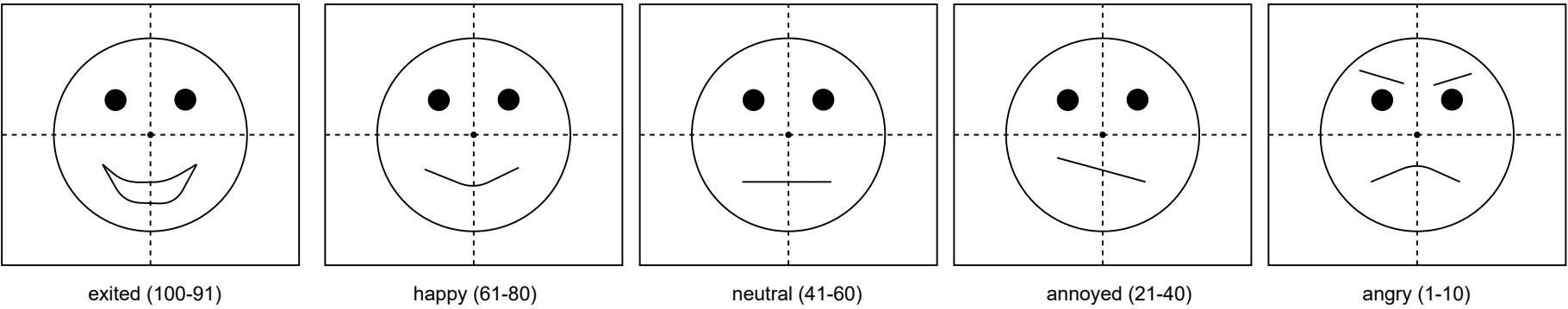
UI-Scribble - Form



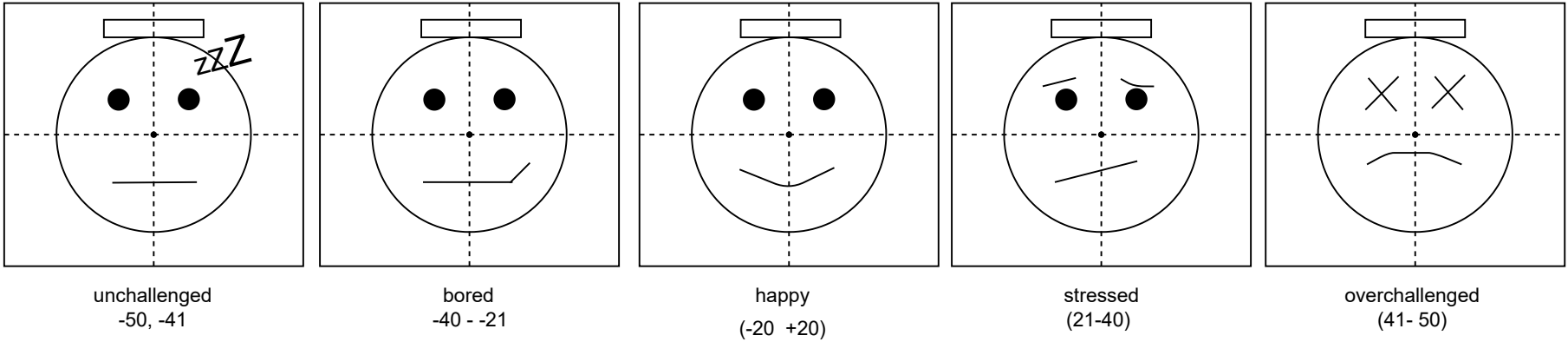
UI-Scribble - Main interface



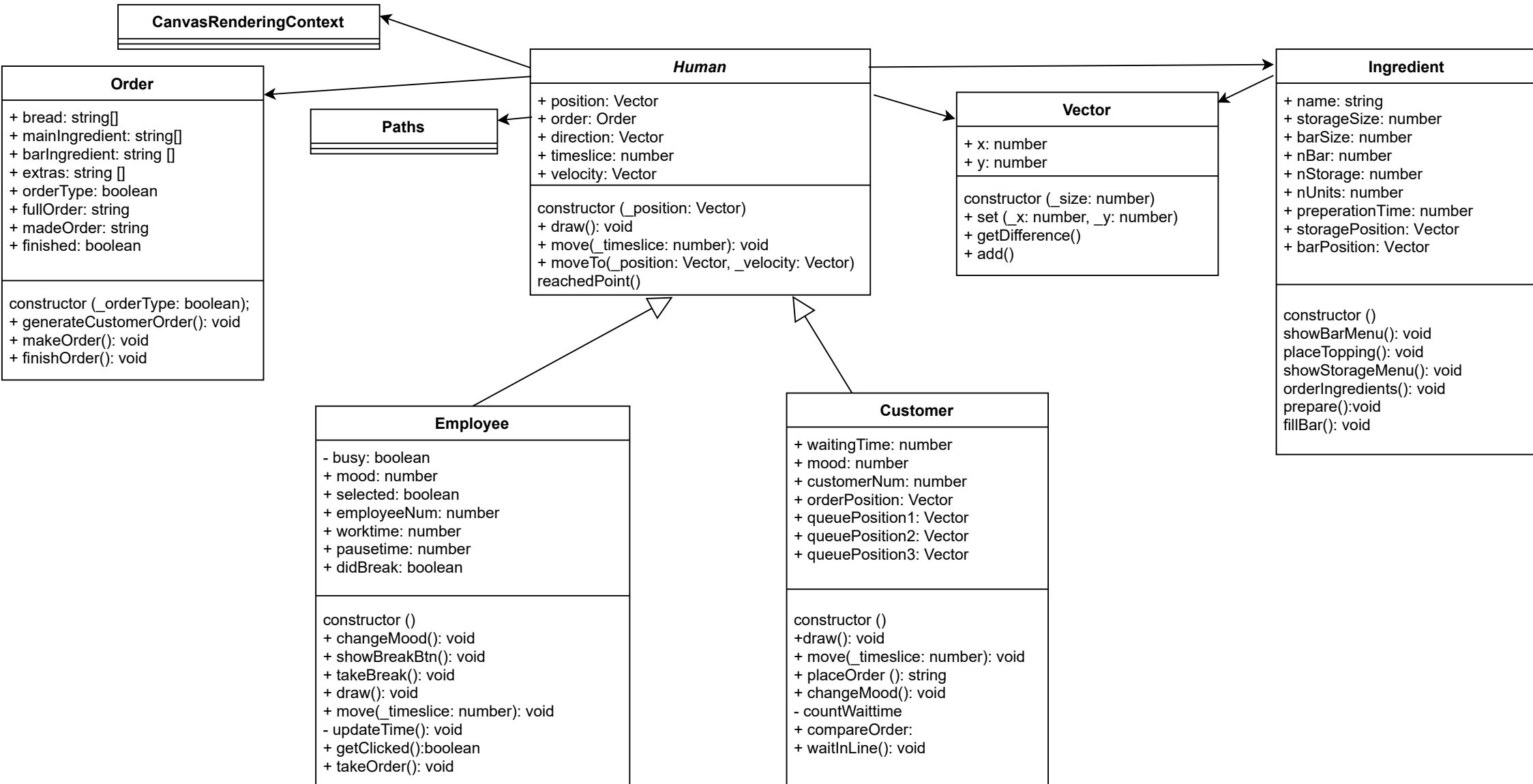
Customer: Mood and Appearance



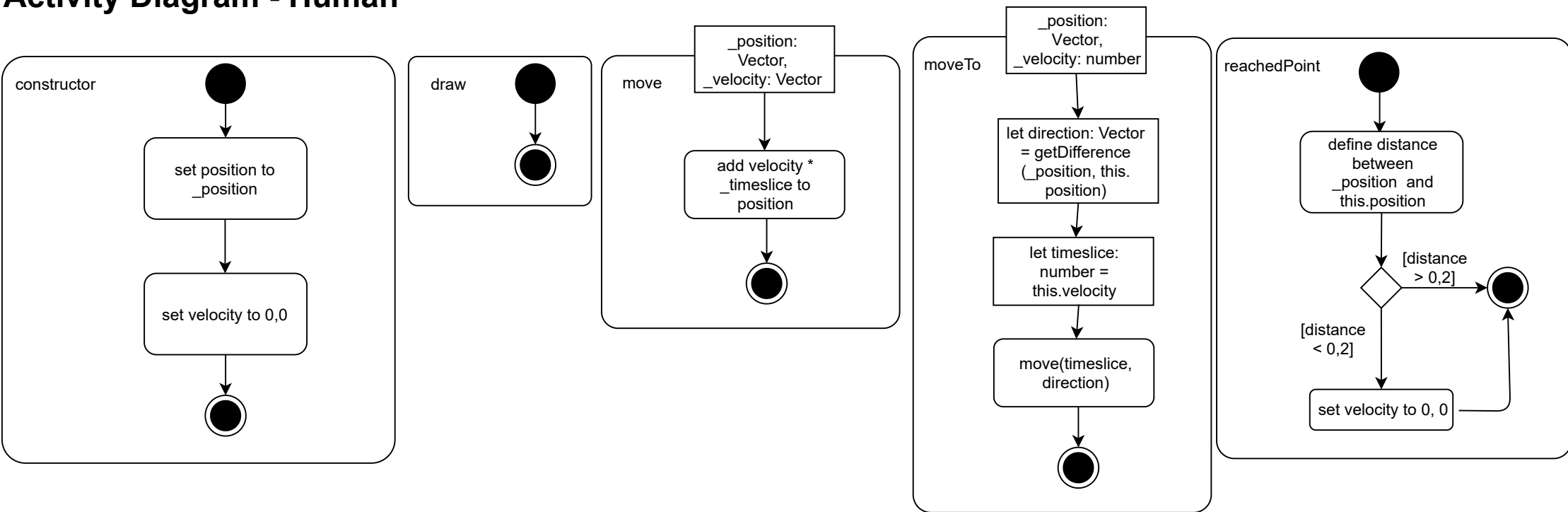
Employee: Mood and Appearance



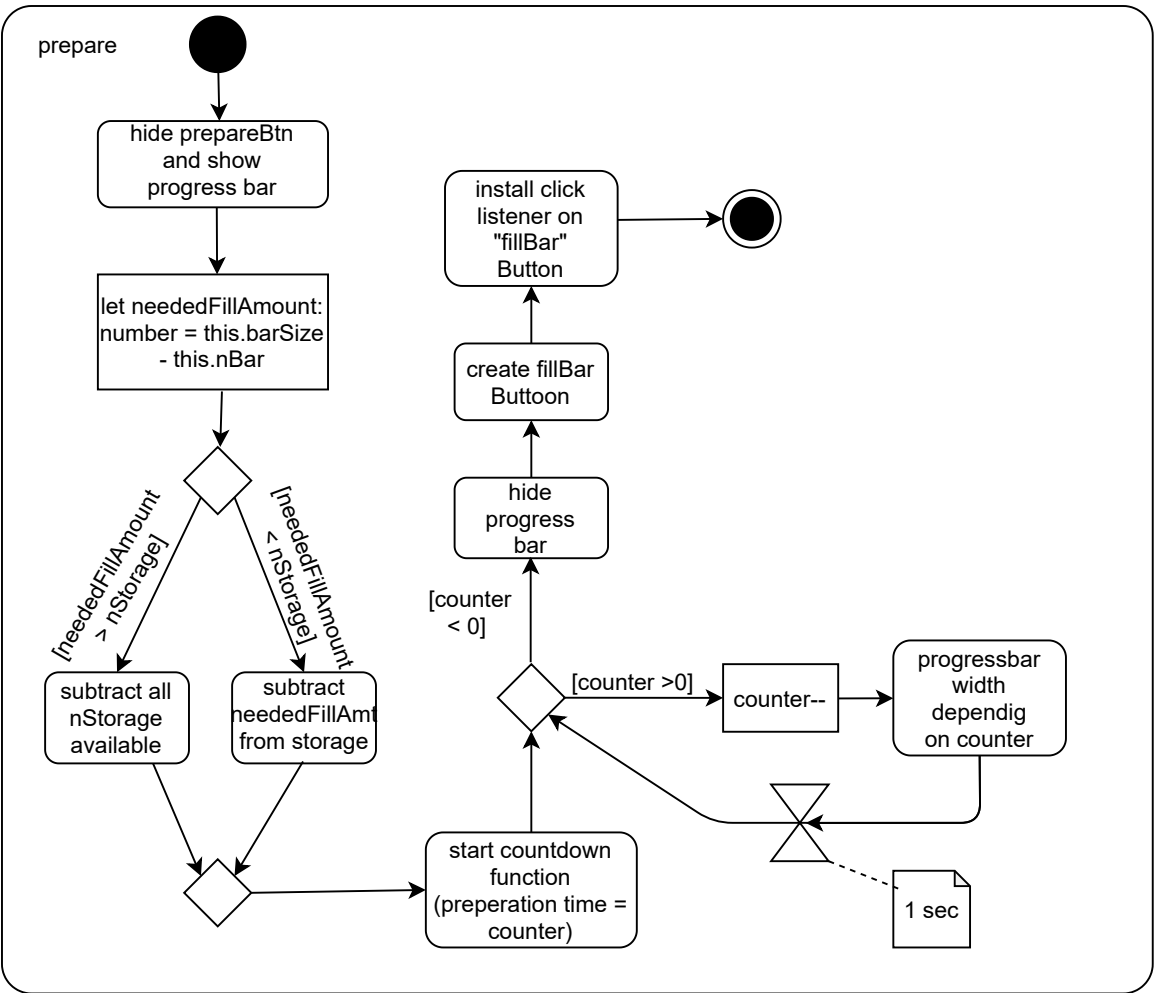
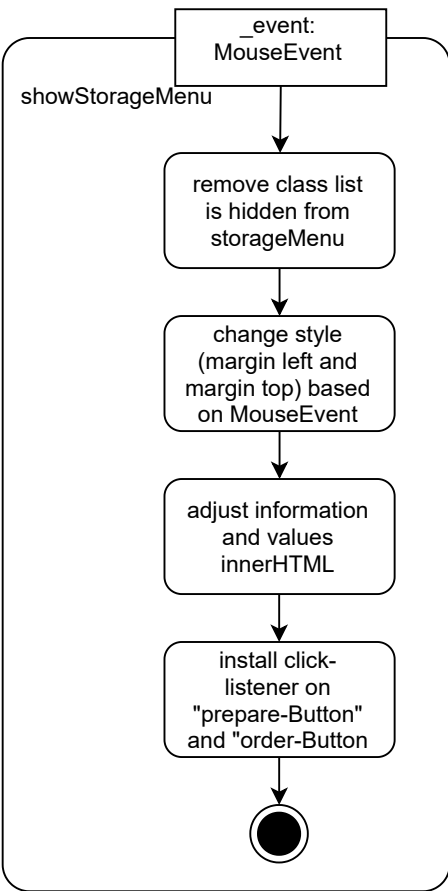
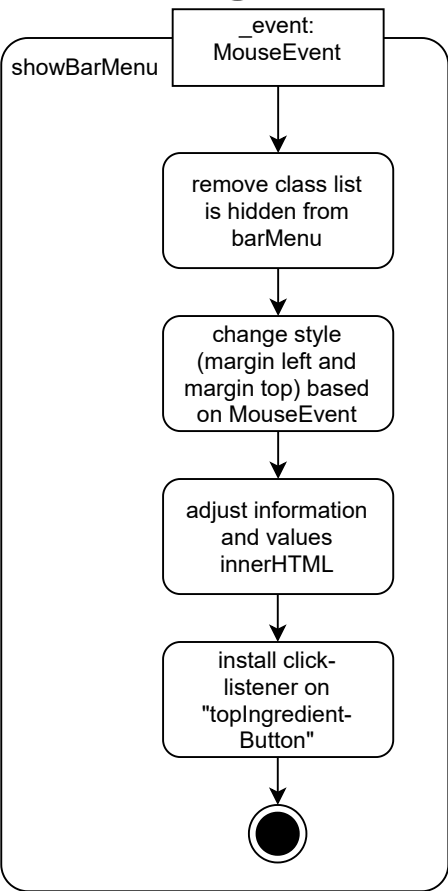
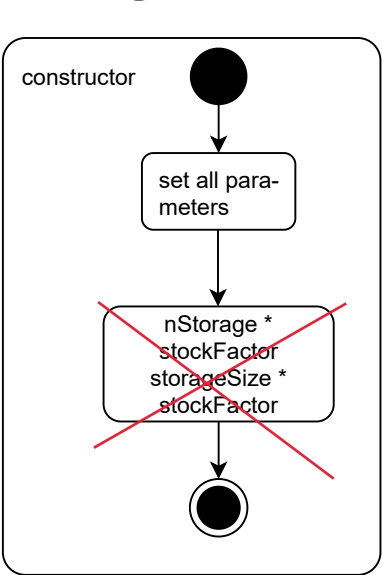
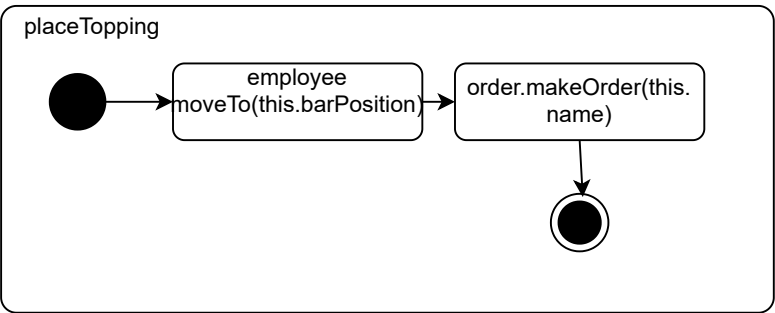
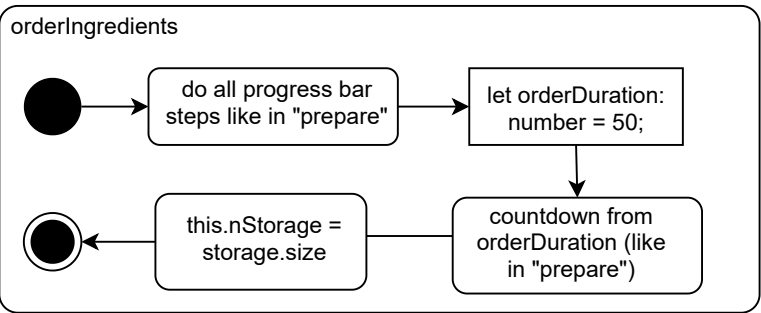
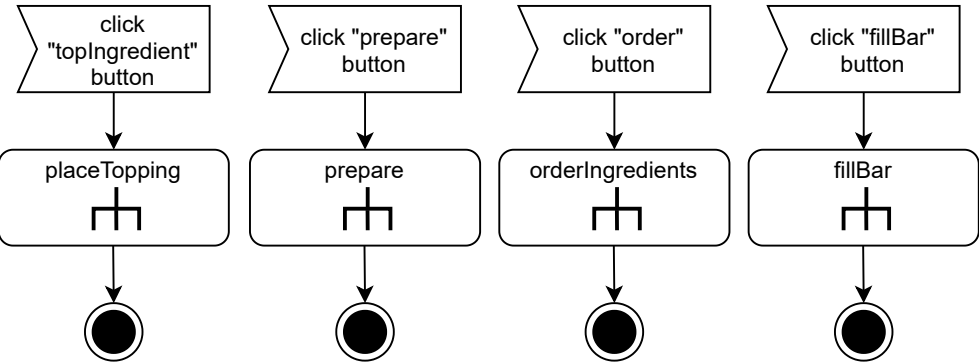
Klassendiagramm



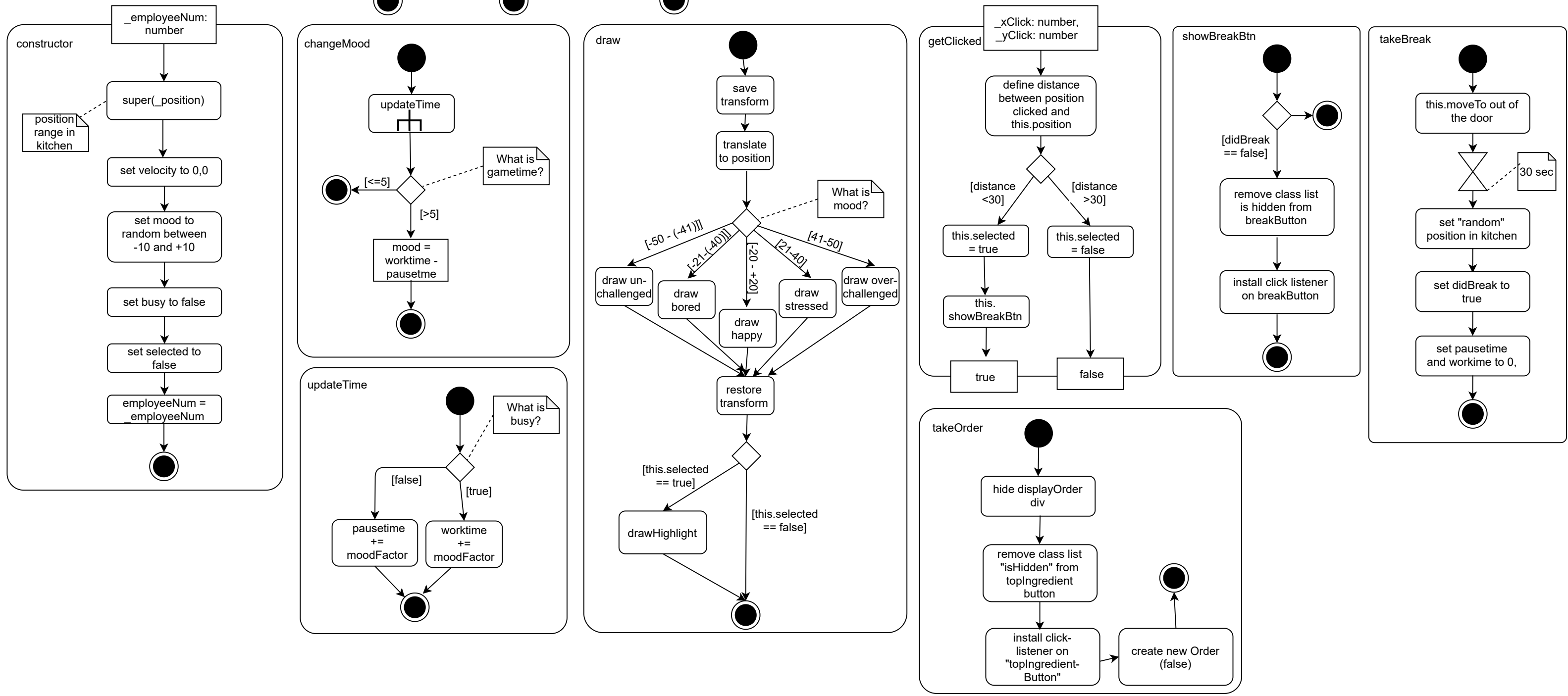
Activity Diagram - Human

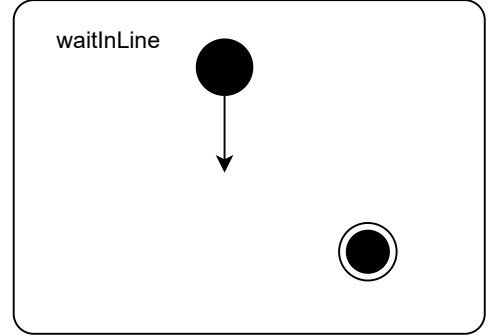
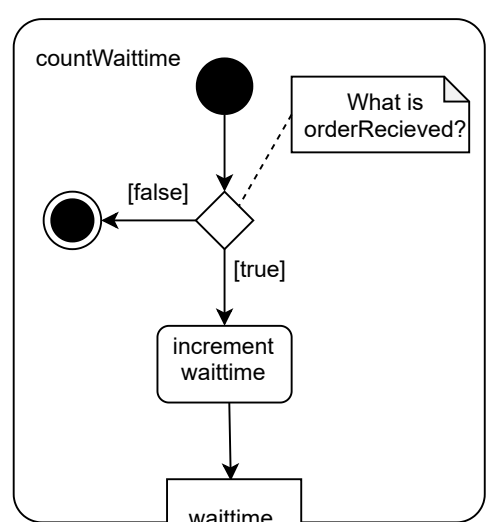
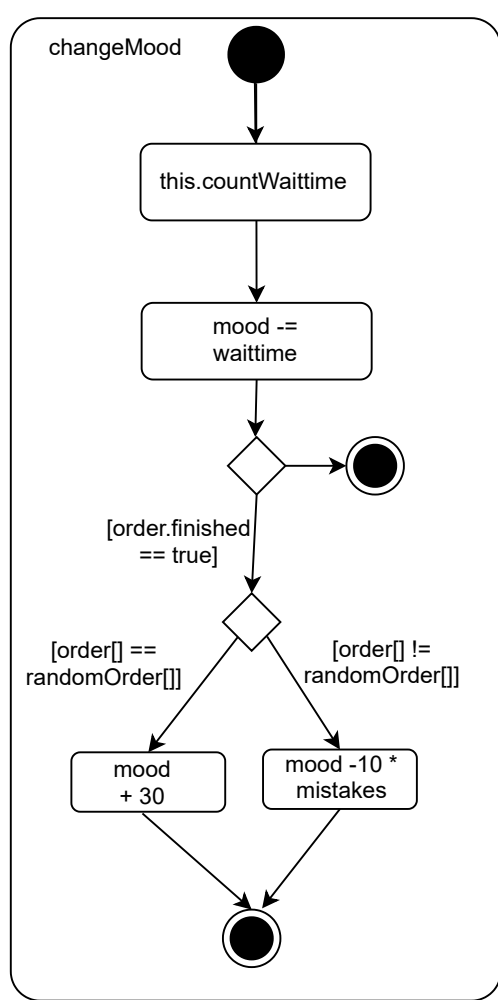
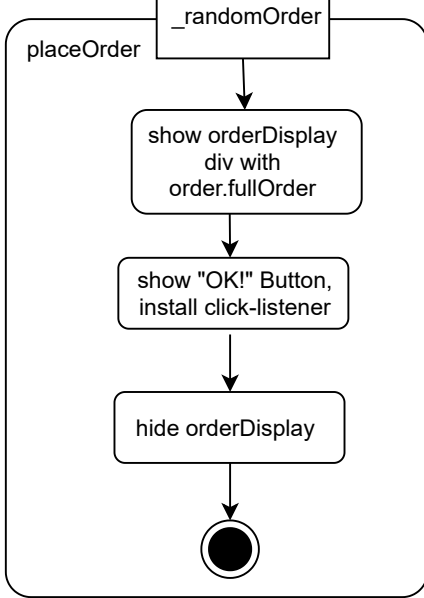
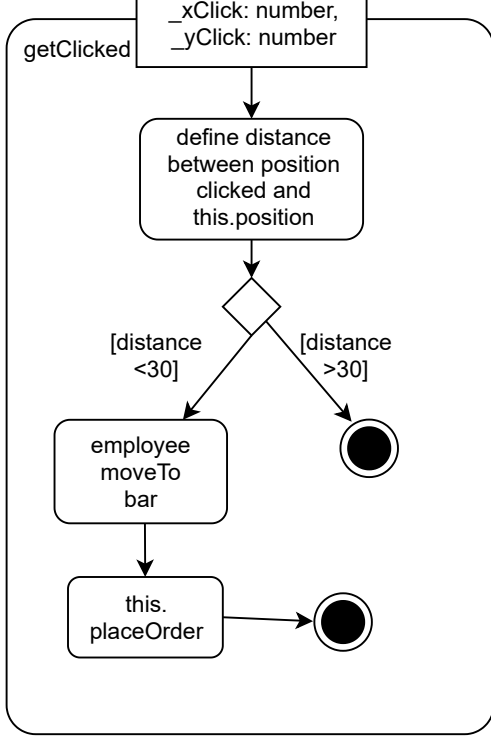
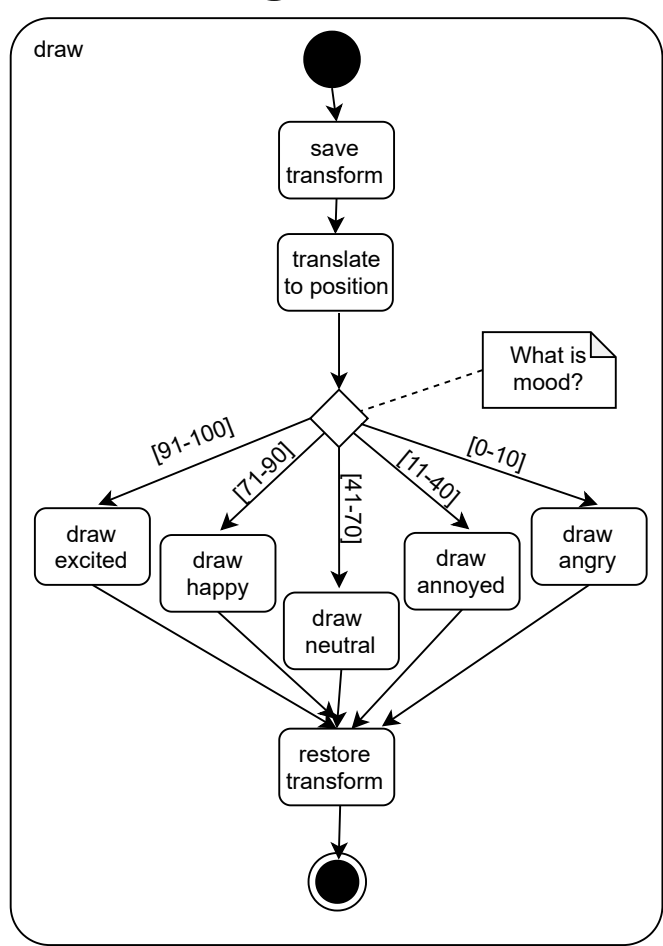
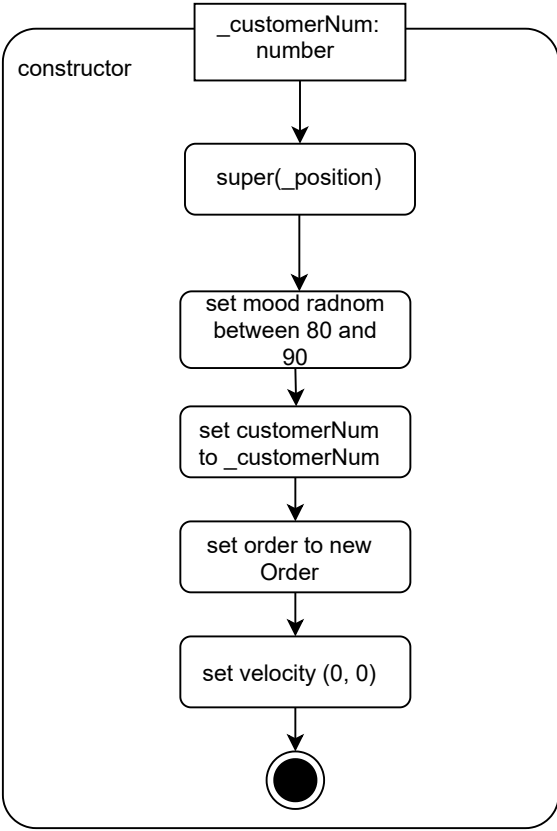
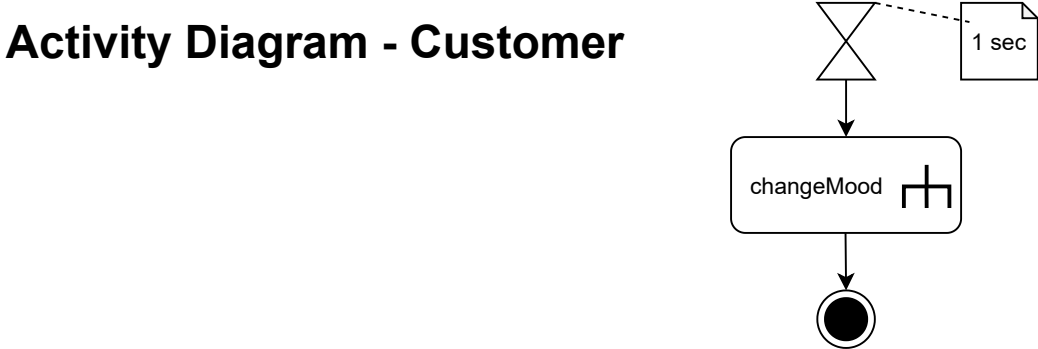


Activity Diagram - Ingredient

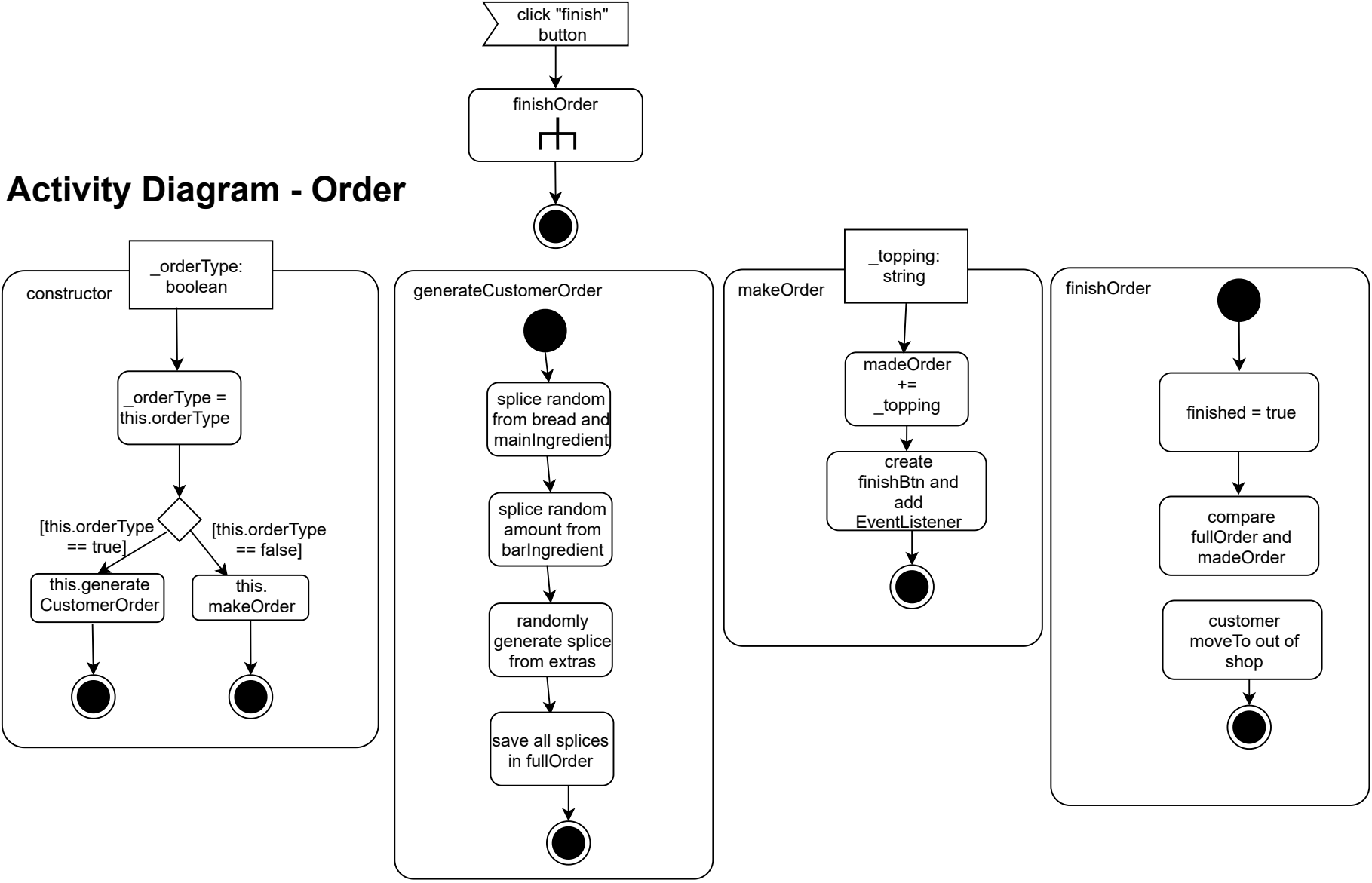


Activity Diagram - Employee





Activity Diagram - Order



Activity Diagram - Main

