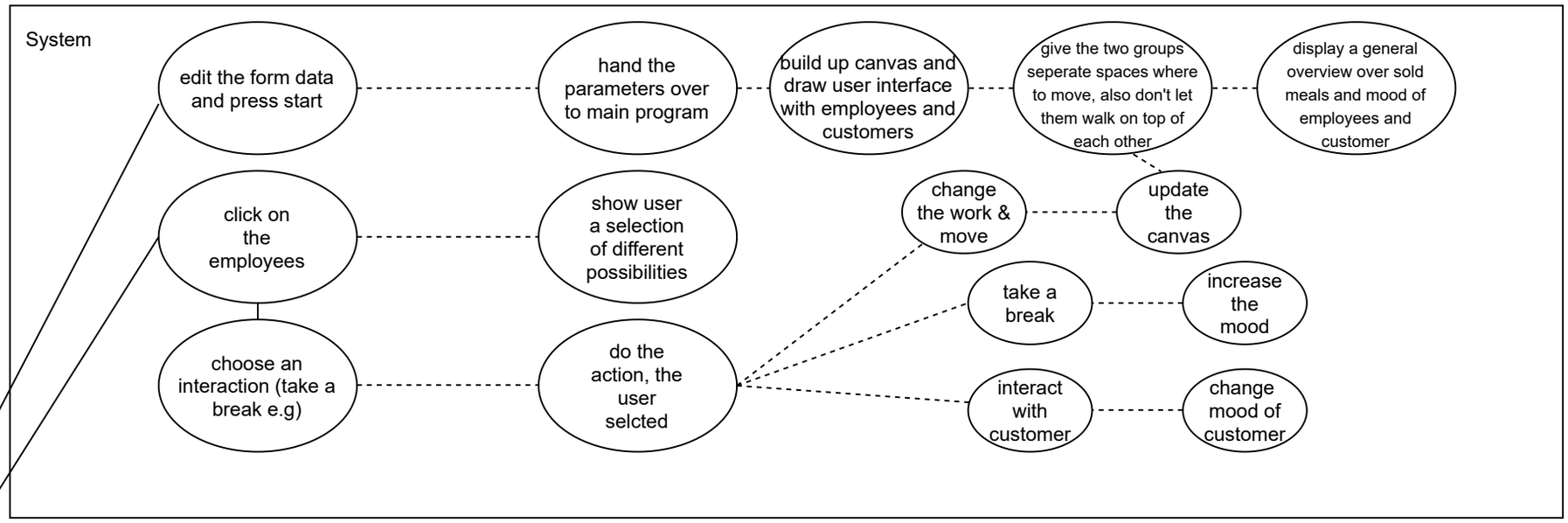
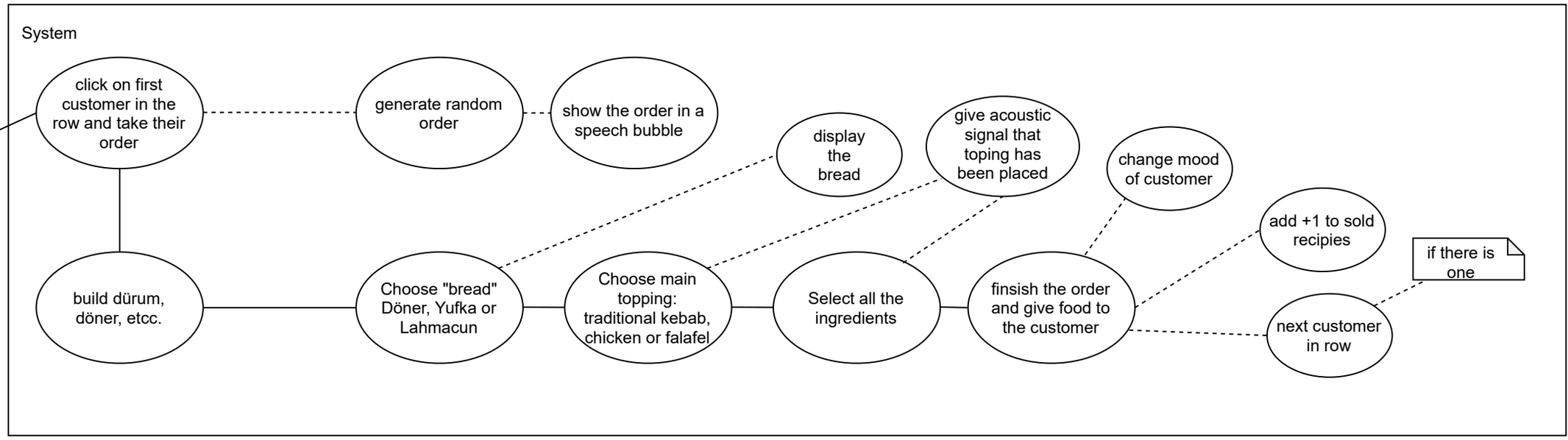
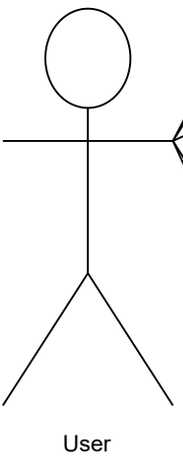
Use-Case Diagram: General interactions and the game start

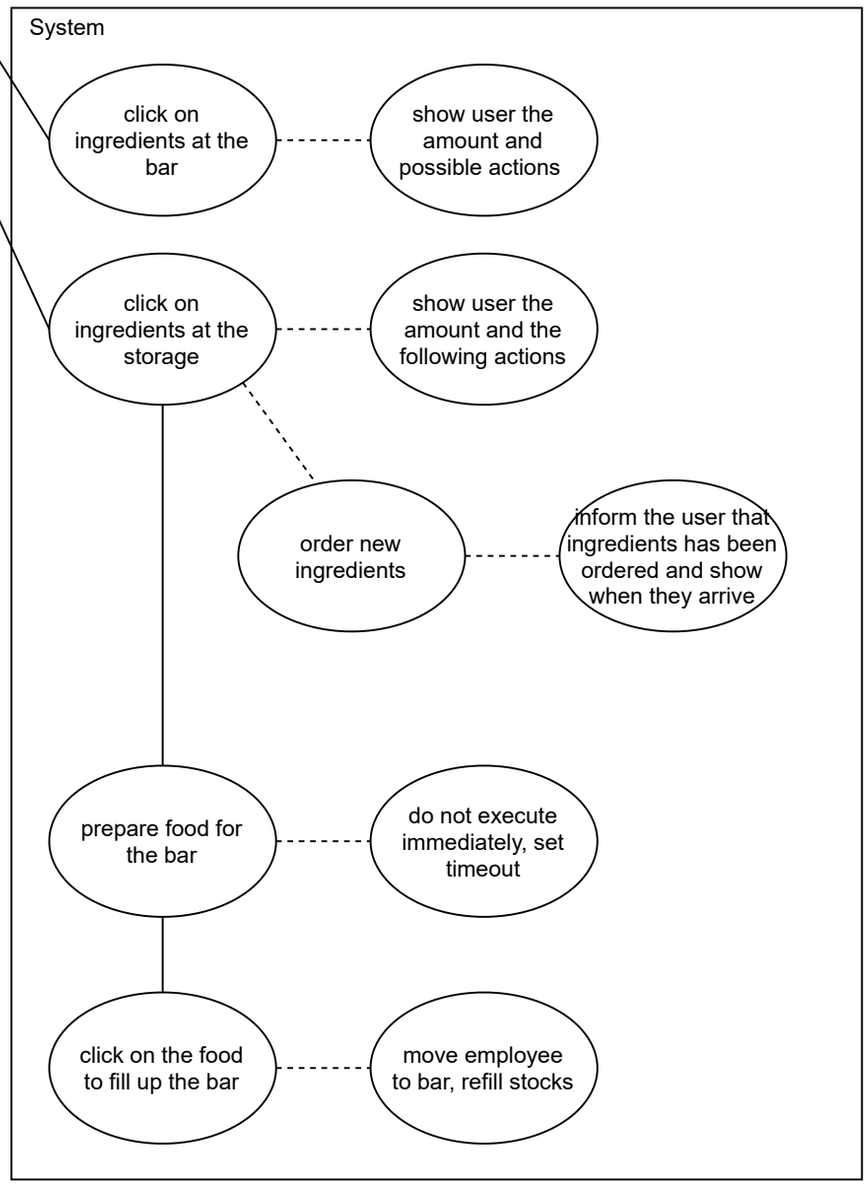


Use-Case Diagram: Take the order and build a döner

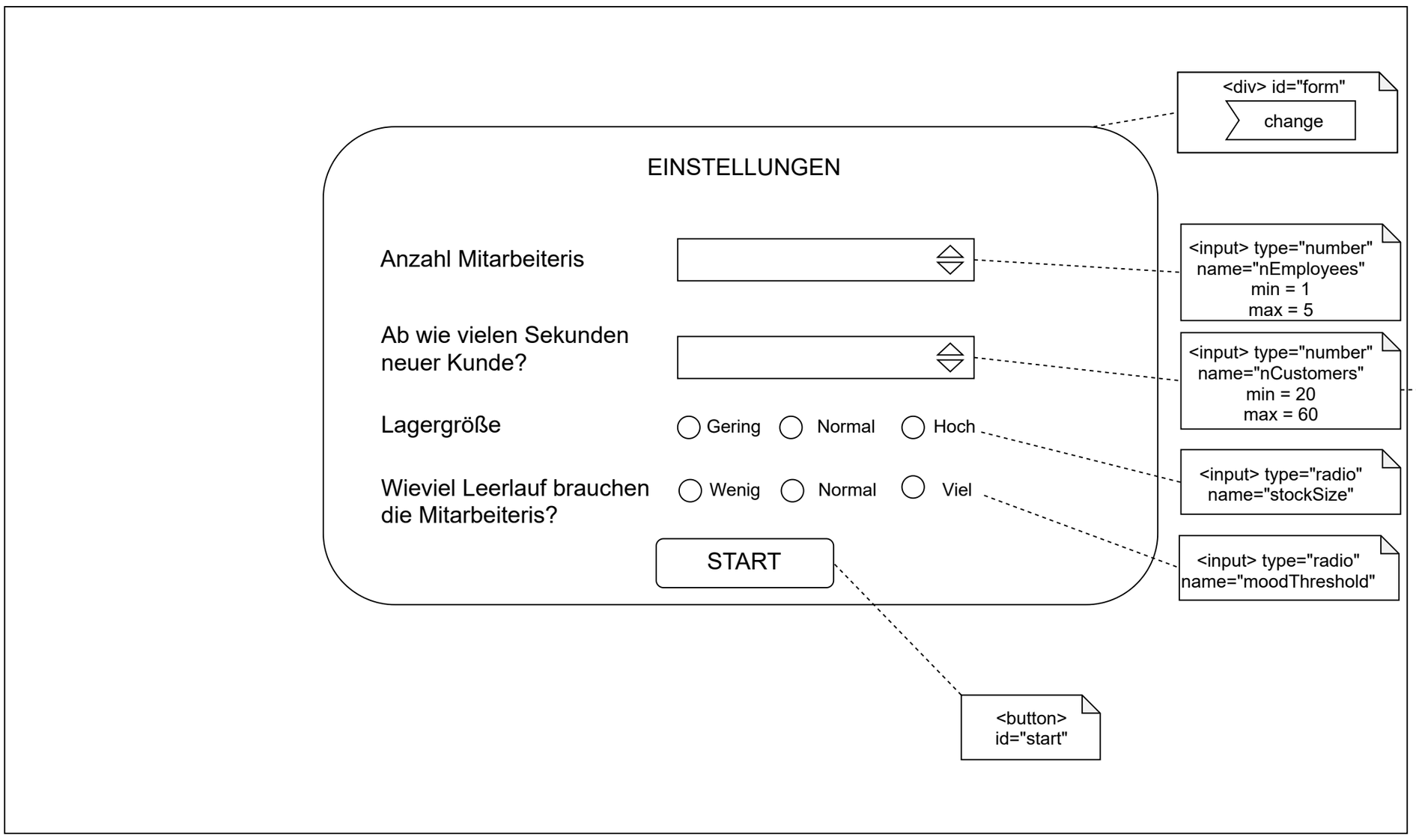




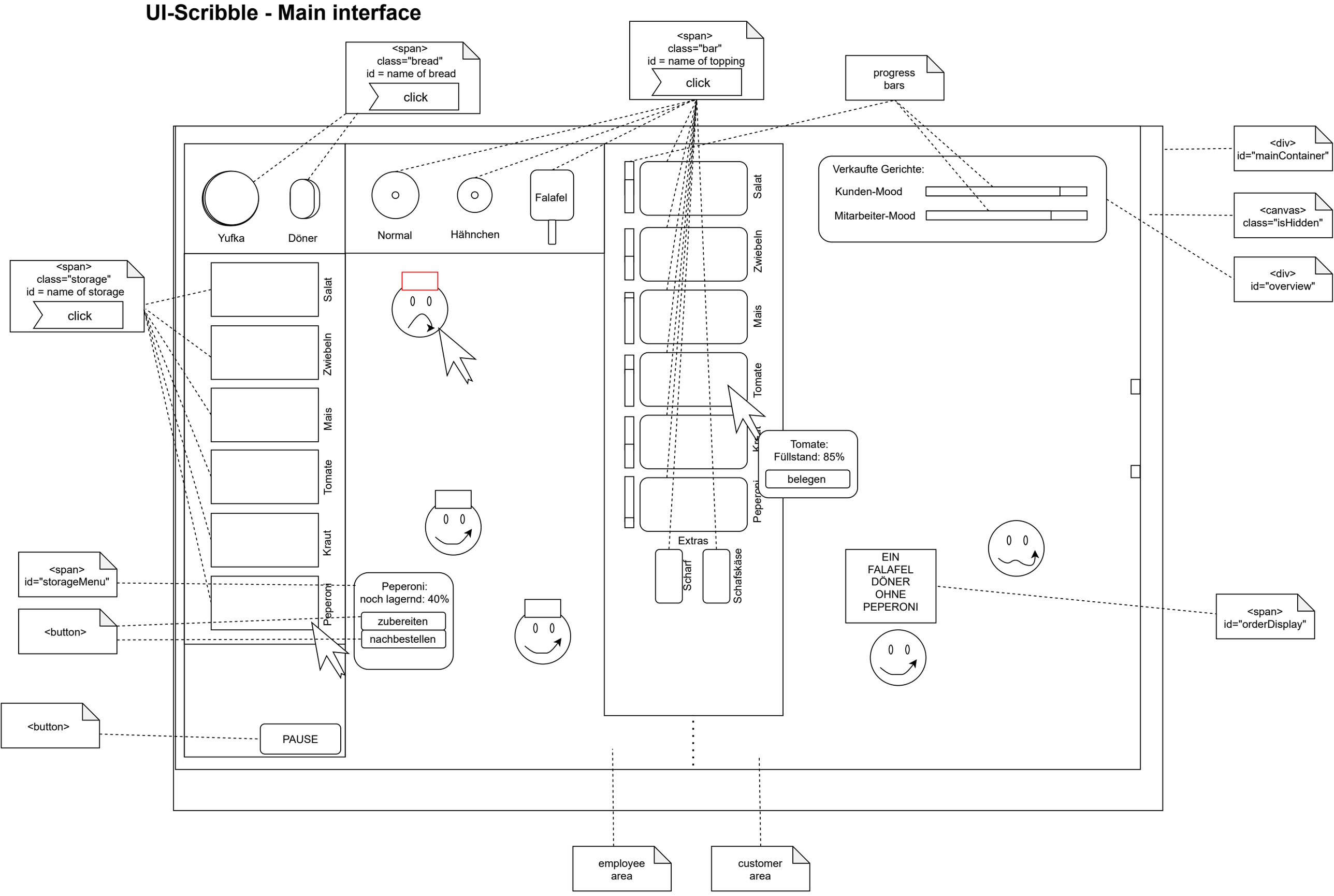
Use-Case Diagram: Handle all the ingredients



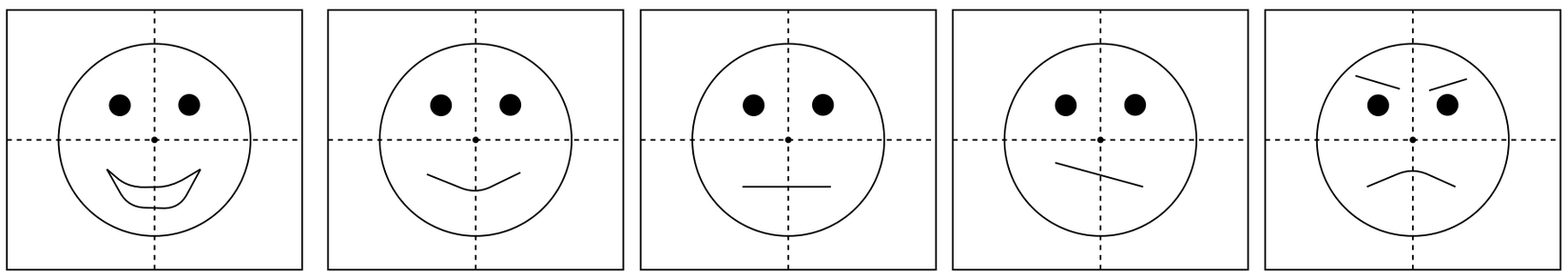
UI-Scribble - Form



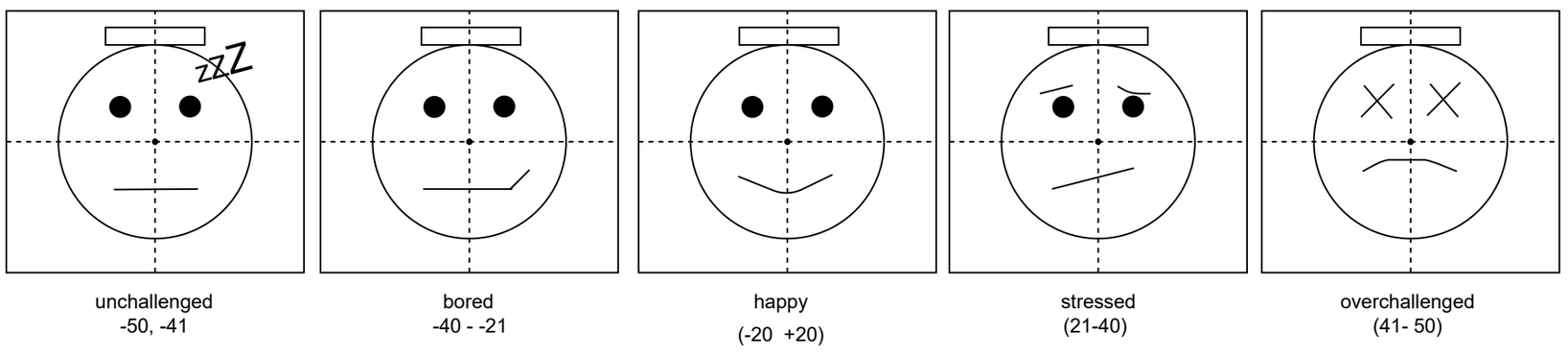
UI-Scribble - Main interface



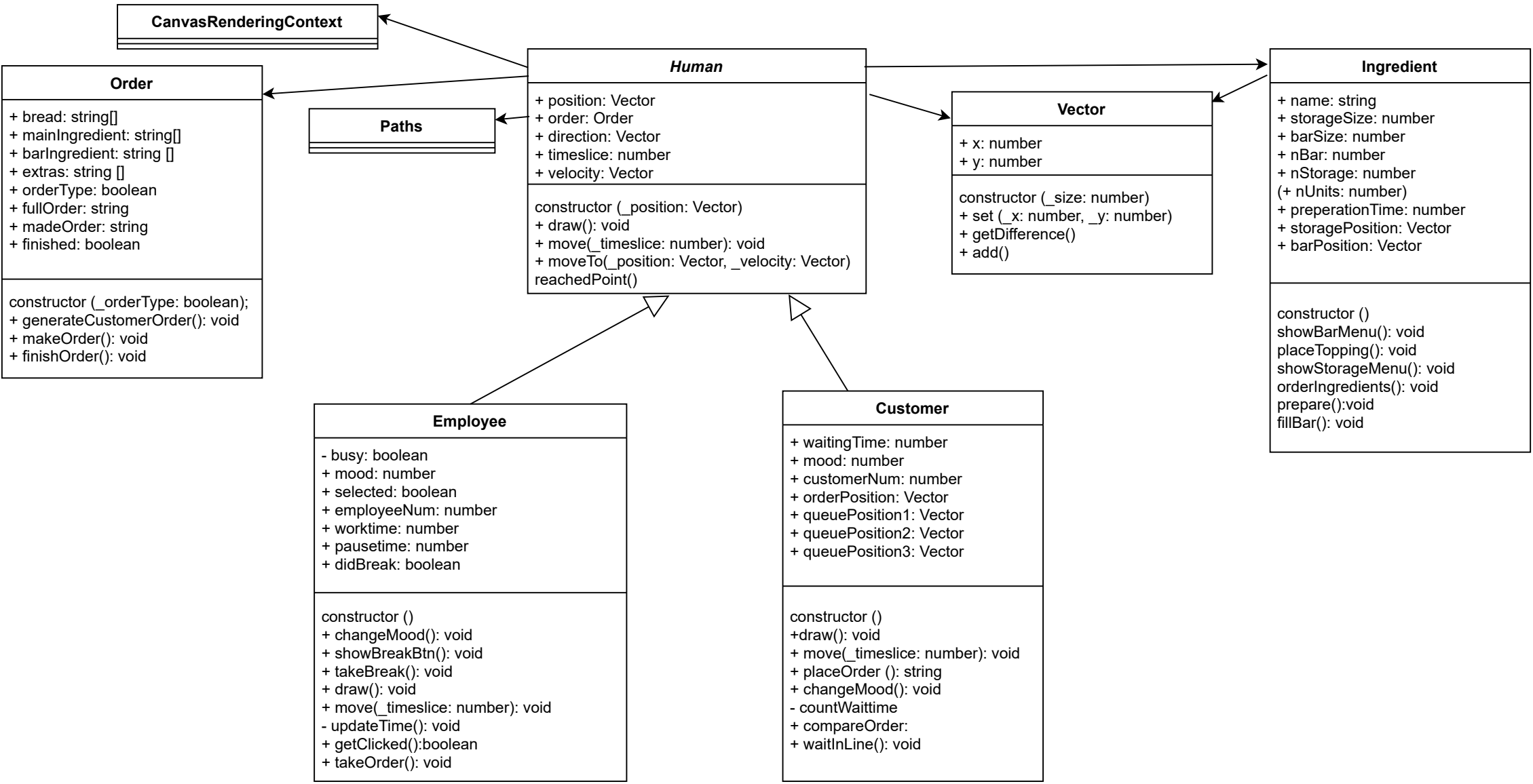
Customer: Mood and Appearence



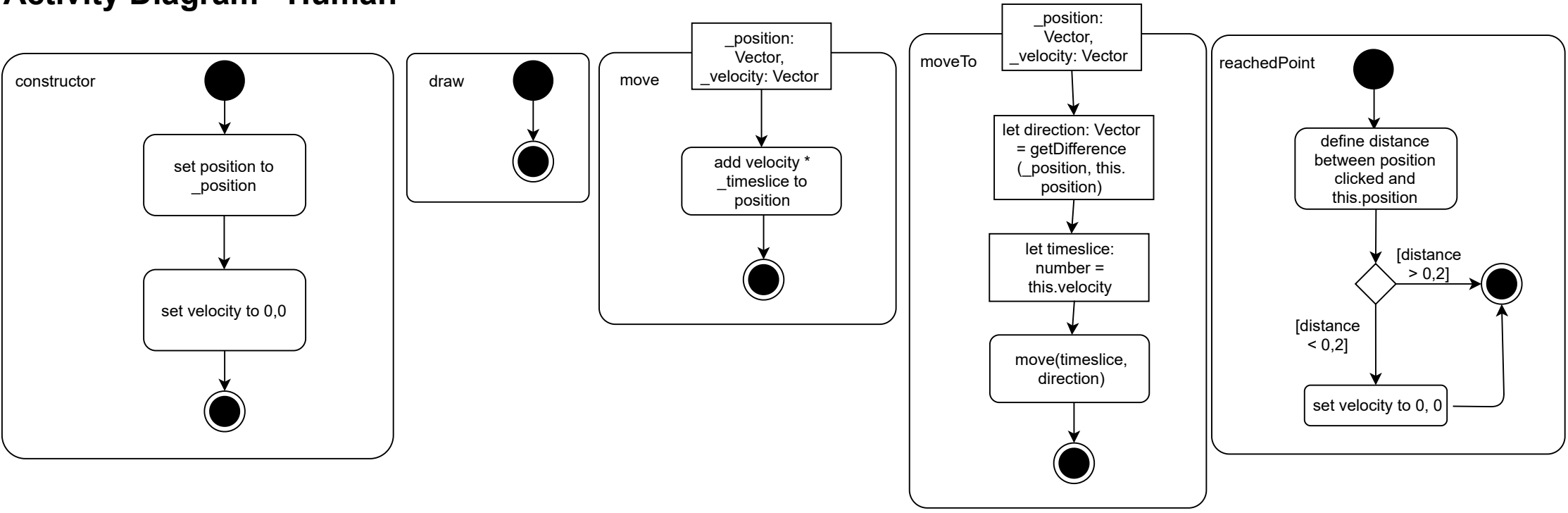
Employee: Mood and Appearence



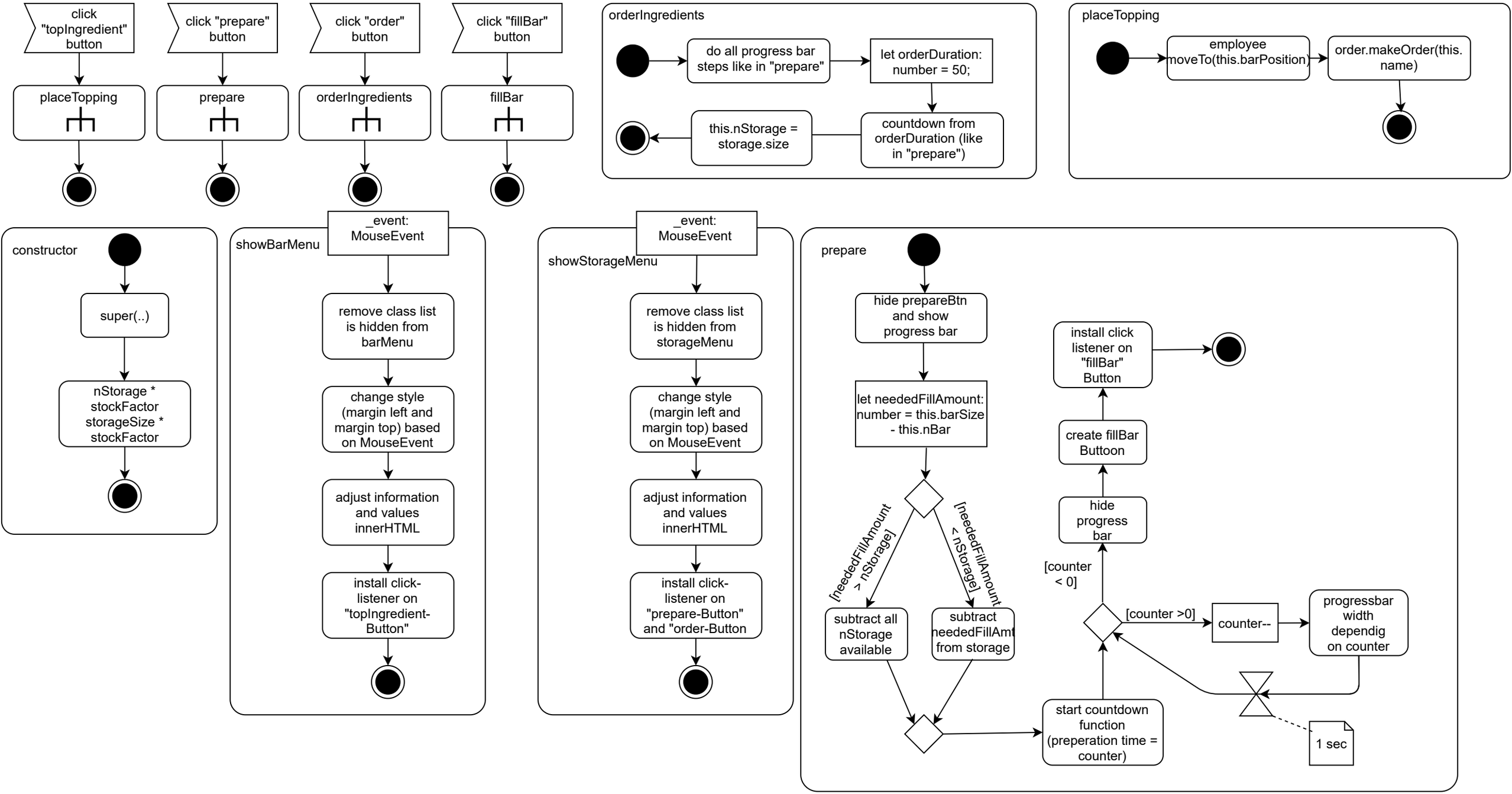
Klassendiagramm



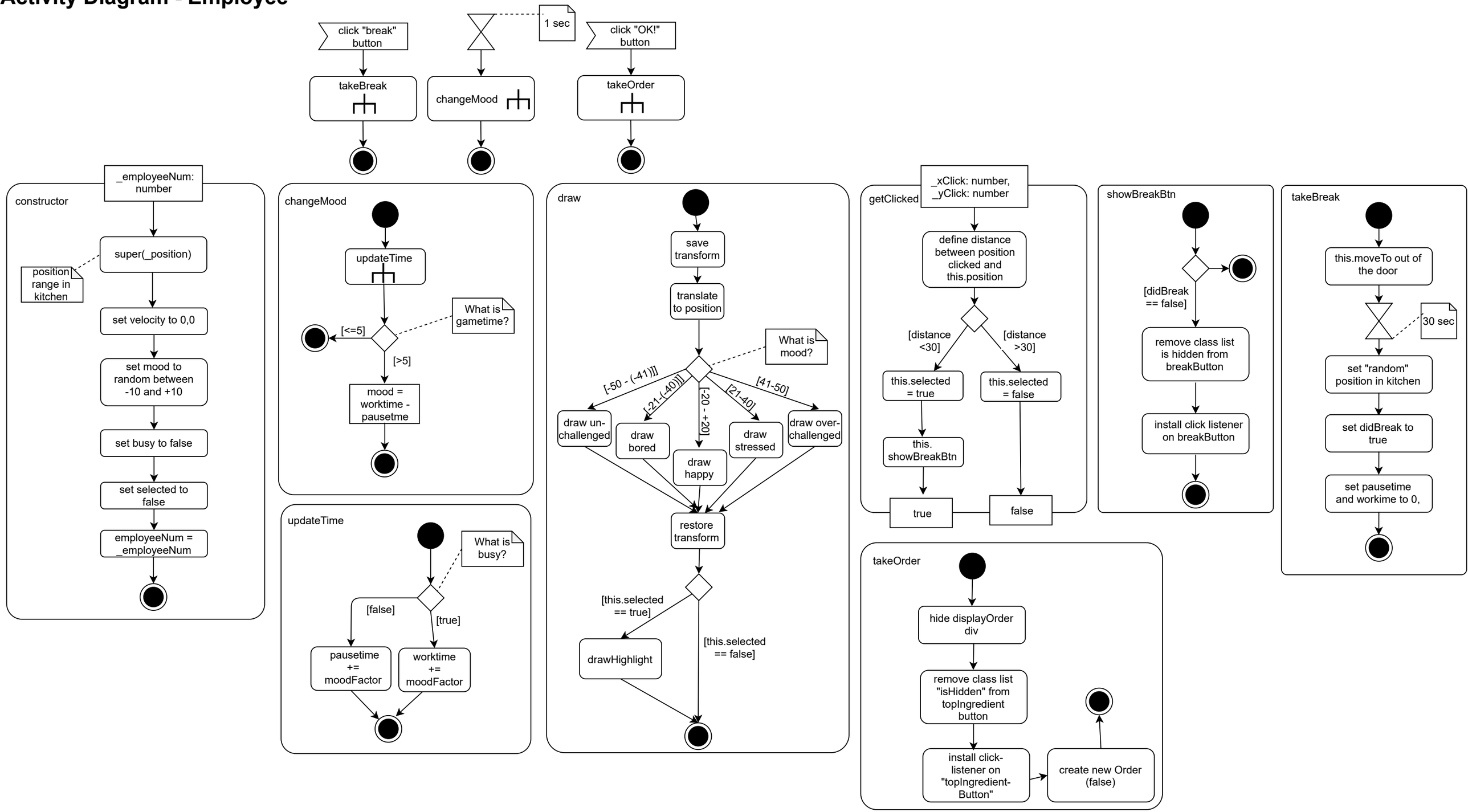
Activity Diagram - Human



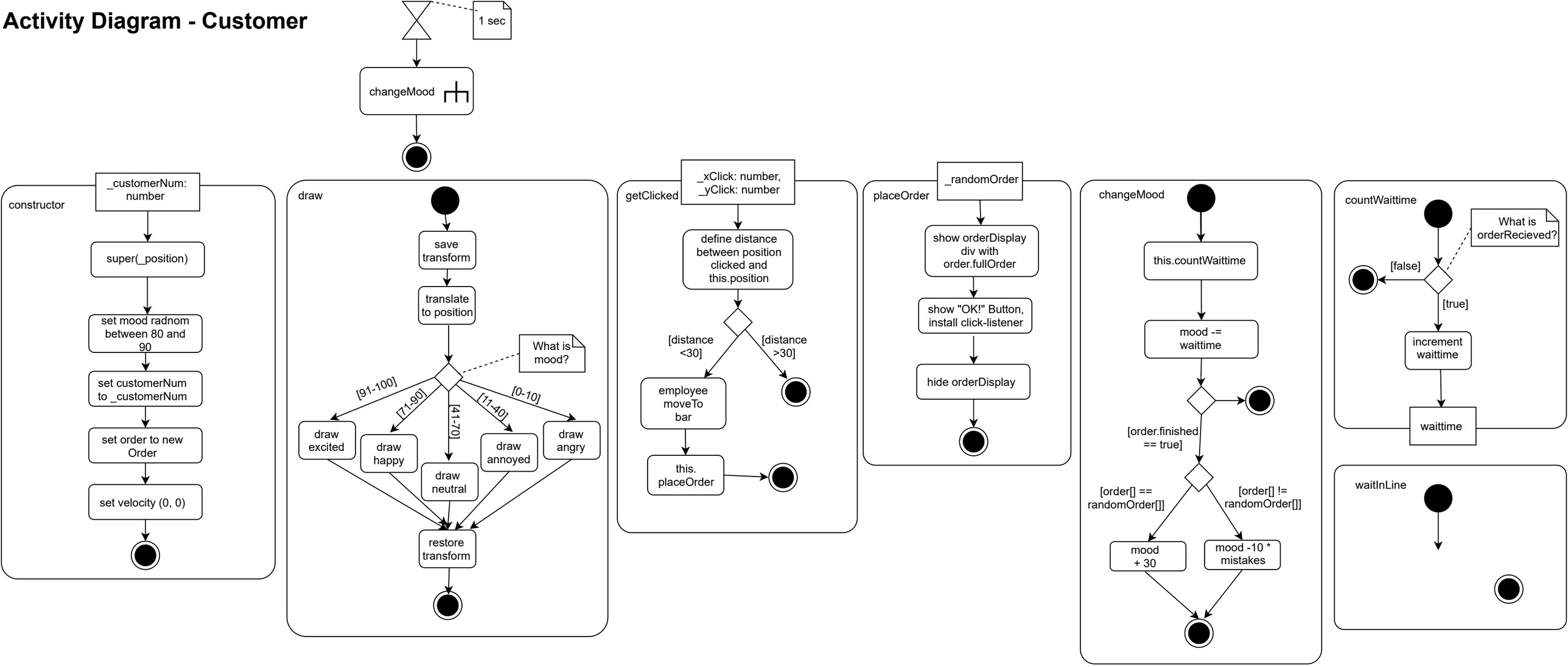
Activity Diagram - Ingredient



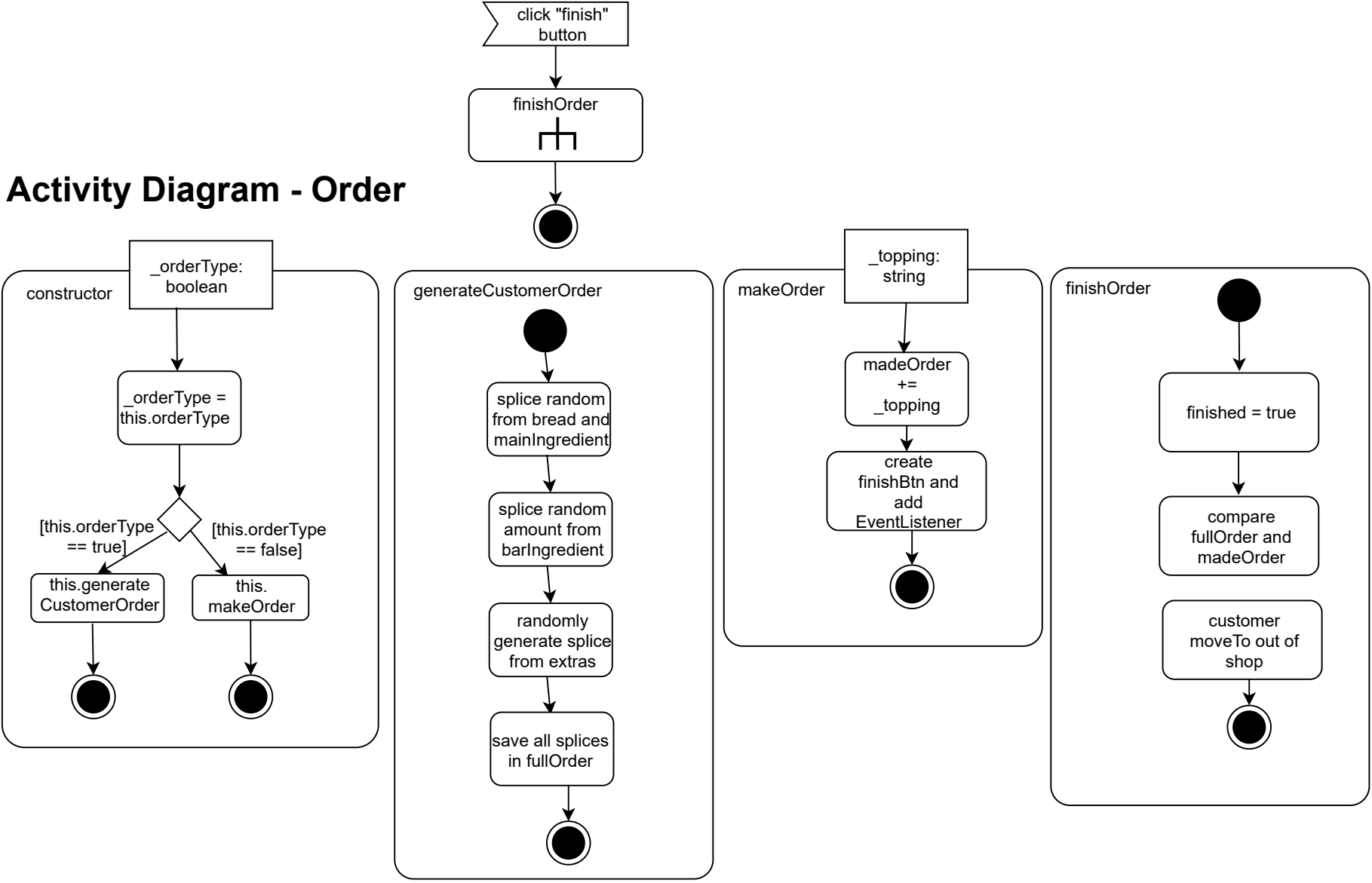
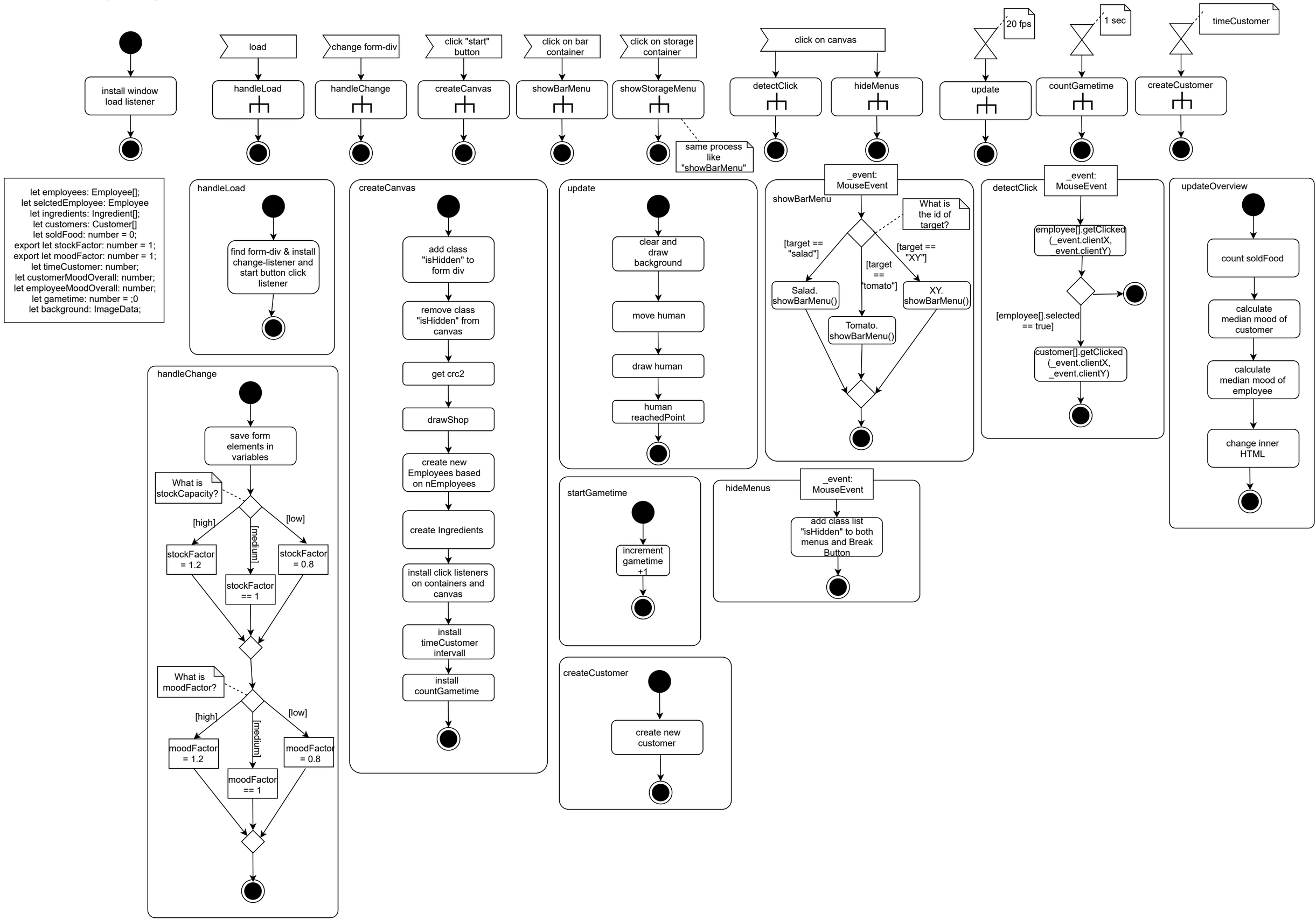
Activity Diagram - Employee



Activity Diagram - Customer



Activity Diagram - Order



Activity Diagram - Main