Progress Report: Restaurant Management Game

**Objectives to meet for Complete Project:**

1. Graphics

2. Bug fixing

3. Save and load system

4. Clean up codebase and fix up style

**Progress:**

General: Game is completed, except for some small bugs to fix. AI acts properly for each employee type, customers behave normally, and placing blocks such as chairs, tables, stoves, and counters in the restaurant works properly.

1. Created blitting function that blits to bottom left corner instead of top left. This allows for images to pop up, as if they’re 3D.
2. Waiter AI has a bug where if he’s mid-serving a customer and that customer leaves, the waiter will still finish pathing to the leaving customer before giving up and serving another customer. Chef should try to group similar food types together when placing food on counters.
3. Pickle accurately saves and loads restaurant object type.
4. Project codebase is well organized, but code needs more commenting

**Next Steps:**

1. Create images on photoshop.
2. Fix the bugs. Should be rather simple, as AI activity is based on true and false variables.
3. Create Homepage that allows players to save and load game, as well as a simple tutorial.
4. Comment code and look for style errors.