

Salad Plate Controller

- + saladMaterial : Material[] // randomly pick one and add to saladPlate sandwiches
- + Ingredients : Ingredient[]
- + Add (IngredientType ingredient)
- + Clear()

Chopping Plate Controller

- + ingredientGameObjects : GameObject[]
- + hasIngredients : bool { get; private set; }
- ingredientsChopped : CustomQueue<IngredientType>
- + Add (IngredientType ingredient)
- + Take() : IngredientType // FIFO
- + Clear()

Chopping Board Controller

- + chopStatusSlider : QSlider
- + chopItemImage : UIImage
- + ingredientData : IngredientData
- + chopping ingredientGameObjects : GameObject[]
- + Add (IngredientType ingredient)
- + Chop (IngredientType ingredient)
- + Clear()