

GameManager

+ chefPrefabs : GameObject []
+ guestPrefabs : GameObject []
+ chefSpawnPoints : Transform []
+ guestSpawnPoints : Transform []
+ chefPlateSpawnPoints : Transform []
+ guestPlateSpawnPoints : Transform []
+ tutorialControllers : TutorialControllers
+ gameOverControllers : GameOverController
+ hudControllers : HUDController
+ powerUpControllers : PowerUpController
- dataManager : DataManager
- spawnedChefs : ChefController []
- spawnedGuests : GuestController []
~~- Free Seats~~
- vacantSeats : int []
- spawnChef () : void
- spawnGuest () : void
- saveWinnerScore () : void
+ HandleInteractionStarted (Interactable type, int chefIndex)
+ HandleInteractionEnded (Interactable type, int chefIndex)
+ HandleSaladTrashed (int noOfIngredients, int chefIndex)
+ HandleGuestOrderReceived (int servedChefId, bool isSatisfied, PowerupType tip, int tipValue, int guestSeatIndex)
+ HandleChefPowerupCollected (PowerupController powerUpController)
+ HandleGuestTimedOut (int seatIndex)
+ HandleChefTimedOut (int chefIndex)