

ChefController

```
+ index : int [HiddenInInspector]  
+ score : int  
+ time : int  
+ state : ChefState // 2 get; private set; }  
+ knifePrefab : GameObject  
+ knifeOnTable : GameObject  
+ knifeInHandSpawnPoint : Transform  
+ knives  
+ saladInHandSpawnPoint : Transform  
+ saladOnTableSpawnPoint : Transform  
+ choppingPlate : ChoppingPlateController  
+ choppingBoard : ChoppingBoardController  
+ pickupCart : PickupCartController  
+ saladPlate : SaladPlateController  
- animator : Animator  
- currentSaladRecipe : Salad (No need to defer internally)  
- Chop ()  
- Pick ()  
- Drop ()  
- TakeSalad ()
```

Events

```
+ InteractionStartedEvent  
+ InteractionEndedEvent  
+ ChefPowerupCollected Event  
+ SaladTrashedEvent  
+ TimedOutEvent  
- On Trigger Entered (other : Collision)  
- On Trigger Exit (other : Collision)  
- On Interaction Started (Interactable type, int chefIndex)
```