

## GuestController

+ menu : Menu Doctor  
+ powerups : PowerUpType []  
+ waitingStatuses HUD : Game Object  
+ waitingStatusSlider : UISlider  
- animators : Animators  
- selectedSalad : Salad.  
- waitingTime : float  
- patienceFactor : float  
+ GuestOrderReceivedEvent : GuestOrderReceivedEvent  
+ timedOutEvent : GuestTimeoutEvent.  
+ orderPlacedEvent : GuestDinedOutEvent.  
GuestOrderPlacedEvent  
+ ReceiveOrders (IngredientType [] ingredients,  
int chefIndex)  
- OnOrderReceived (int chefIndex, bool isCooked,  
PowerUpType tip, float tipValue)  
- OnTimeout (int seatID) // Destroying self &  
Game Manager will  
add the seat to  
Free Seats.  
- OnOrderPlaced () // Inorder to show in  
HUD message  
notification area  
C for upgrade phase)