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#### Chef should be able to:

- Receive orders from waiters
- Use order to construct meals
- Plate food to be sent to waiter
- Observe customer satisfaction

#### Customer should be able to:

- Be assigned to a table
- Create an order and then place it
- Specify ingredients and remove or add to the order prior to it being sent to the kitchen
- · Decide on payment method
- Receive their order and eat it

### Manager should be able to:

- Assign tables to customers
- Build tables which can hold a maximum of four customers
- Observe customer satisfaction

#### Waiter should be able to:

- Be assigned a table
- Take customer orders to the kitchen
- Receive the meals from the kitchen and deliver them to the customers
- Create bills and send them to customers
- Observe customer satisfaction for the customers at their table



Mediator

Waiters take orders between floor and kitchen

Memento

Customer may revert back their order to a previous version

Decorator

Each customer may customise their burger burger to only include ordered ingredients Strategy

Customer may pay the bill by paying on their own, splitting it or by opening a tab Builder

Chain of Responsibility

An order has to go

through a chain of

chefs that may each

handle the order

Should a group of more than four customers enter, the manager has to build a table for them

State

A table may either be unoccupied, occupied, dirty or have its bill paid Observer

The floor staff needs to observe the satisfaction of tables in the restaurant

**Factory Method** 

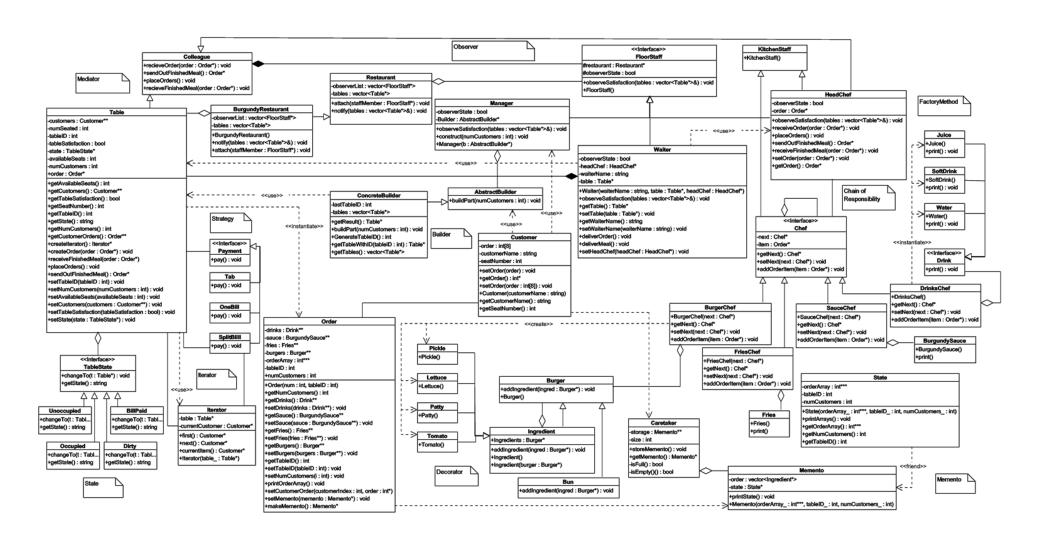
The drinks chef may create either a juice, water or soft drink depending on the order

Iterator

When the customers are splitting a bill, we iterate through the customers to get their contribution

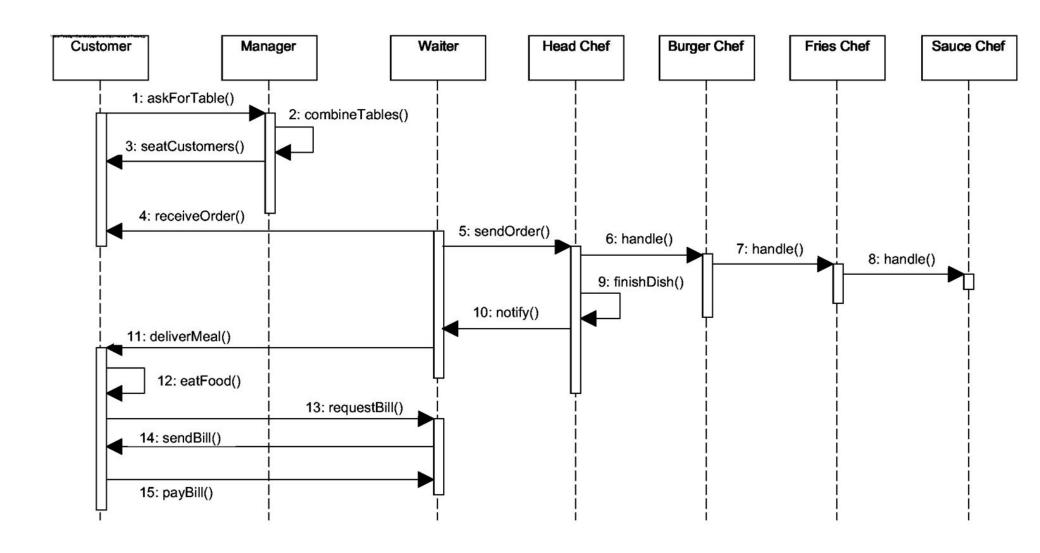
# Burgundy Class Diagram





## Burgundy Sequence Diagram





### Burgundy Activity Diagram



