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CSCI 4448 - OOAD
Homework 7

Status Summary
Project Title: Cuddling Paws Cafe
Names of all team members: Rachel Lam, Linda Ngo

Work Done:
- Main Menu graphics
    - a play button and exit button are presented in main menu
    - play changes the screen to the GameScreen and disposes of all of MainMenuScreen
    - exit button disposes all of MainMenuScreen
- Some game Screen graphics
    - Background of the "prep" stage
- Drink & Food factories
    - Every type of drink and food planned to be used in the game
    - their respective factories that creates the items based on what is requested
- MenuList and Inventory class
    - Holds all the ingredients and menu items in their respective classes
- Cat class
    - has an order variable that assigns a random menu item as the order
- some of the Ordering System class
    - adds orders(menu items) to a waiting queue
    - displays the queue in order

Changes or Issues Encountered:
- limited sprites/graphics resources that were free
   - changed from having cats & dogs as customers to just cats

Patterns:
- Factory: used in Drinks and Food to make different menu items
- Singleton: to have only one instance of the game
- Iterator: used for OrderingSystem, MenuList, Food/Drink
- Builder: used in creating MenuItems

Test coverage: Please note that the coverage is less due to the graphics/screen classes included that were not part of unit testing

Element ▲	Class, %	Method, %
▼ 📁 all		
▼ 📁 csci3002.project.game	71% (15/21)	62% (51/82)
🅒 CafeGame	0% (0/1)	0% (0/4)
🅒 Cake	100% (1/1)	100% (3/3)
🅒 Cat	100% (1/1)	66% (2/3)
🅒 Coffee	100% (1/1)	100% (3/3)
🅒 Croissant	100% (1/1)	100% (3/3)
🅒 DesktopLauncher	0% (0/1)	0% (0/1)
🅘 Drink	100% (0/0)	100% (0/0)
🅒 DrinkFactory	100% (1/1)	100% (1/1)
🅘 Food	100% (0/0)	100% (0/0)
🅒 FoodFactory	100% (1/1)	100% (1/1)
🅒 Frappe	100% (1/1)	100% (3/3)
🅒 GameScreen	0% (0/1)	0% (0/8)
🅒 Inventory	100% (1/1)	92% (12/13)
🅒 Latte	100% (1/1)	100% (3/3)
🅒 Lemonade	100% (1/1)	100% (3/3)
🅒 MainMenuScreen	0% (0/3)	0% (0/12)
🅒 Matcha	100% (1/1)	100% (3/3)
🅒 MenuList	100% (1/1)	71% (5/7)
🅒 Muffin	100% (1/1)	100% (3/3)
🅒 OrderingSystem	100% (1/1)	60% (3/5)
🅒 Pancake	100% (1/1)	100% (3/3)

Class Diagram
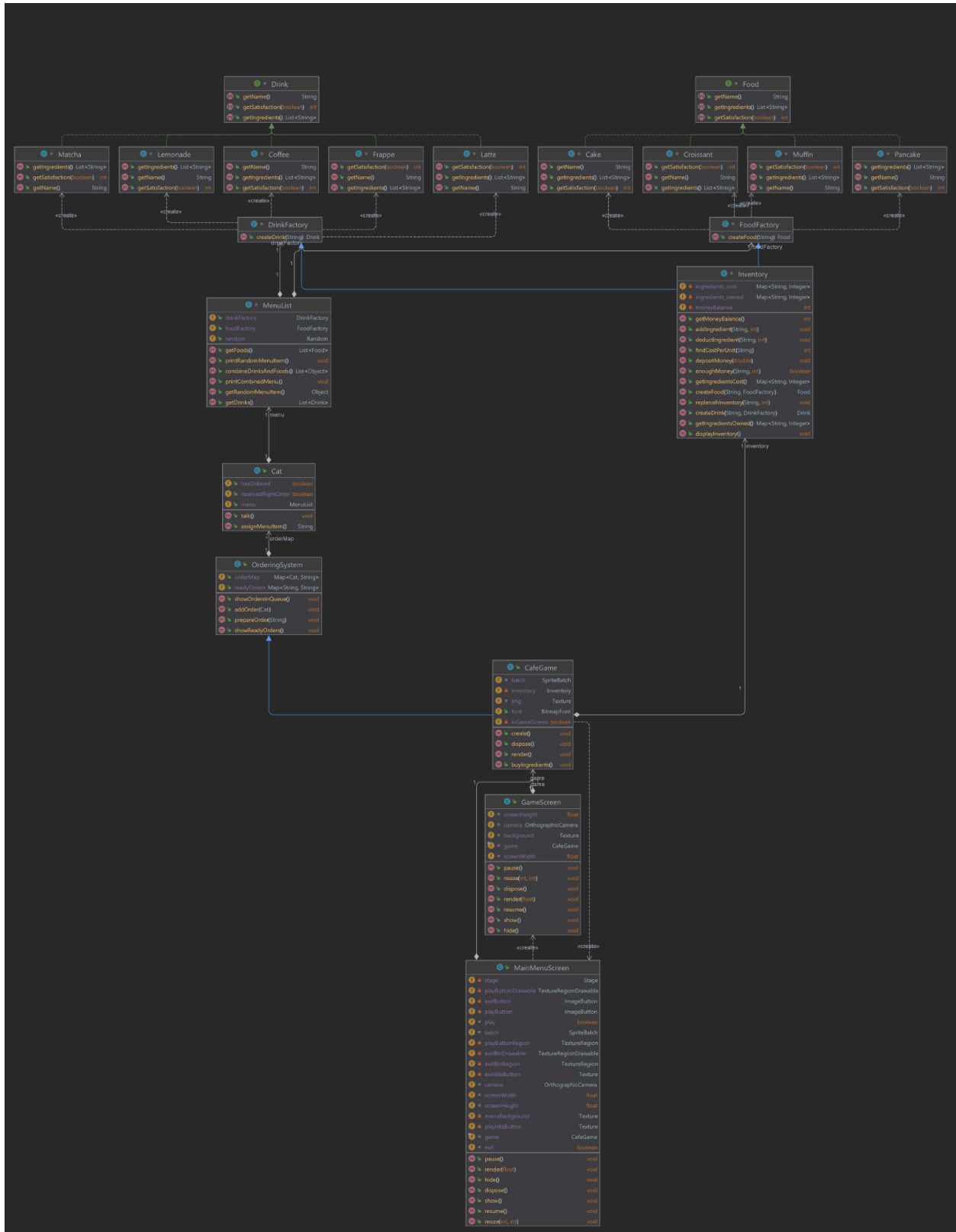
Plan for Next Iteration

General Classes
- finish working on the OrderingSystem class
  - ties in the Food/Drink from MenuList
  - includes Cat class as the customers
  - add a timer to offset creation time that users can hand off ready orders
- Food/Drink
  - add prices of each item
  - maybe add the prices in Menu instead (could have menu be the parent class)
- CafeGame
  - tie in all the classes in one main class where everything works together

Patterns
- have the CafeGame be a singleton instance
- implement iterator for menu items
- adjust menu class to use a builder working with the food/drink factory classes

Graphics
- set up areas where that serve as maker buttons for the food and drink
  - separate food and drink creators, showing images of each item and when clicked calls the respective factory to create the item after a small pause
- animate cats entering and showing their orders
  - when clicked on with a ready order, the cats show their satisfaction and then disappear off screen
- connect input with code
- show results from end game