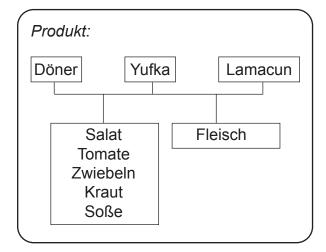
Döner Trainer: Übersicht Vanja Katharina Rau





Behältnisse Rohmaterial

Fortlaufende Anzeige

Anzahl verkaufter Gerichte

Gesamtzufriedenheit

- Kunden
- Personal

Bude:

Küche

- Rohmaterial verarbeitung
- Behältnisse auffüllen

Theke

- Behältnisse für Zutaten
- Produkt bauen/zubereiten

Vorraum

- Bestellungen abgeben, bezahlen, annehmen

Personen

Kunde

- zufrieden
- glücklich
- sauer
- automatisch gesteuert in den Laden
- äußern Wünsche: Zutaten

Personal

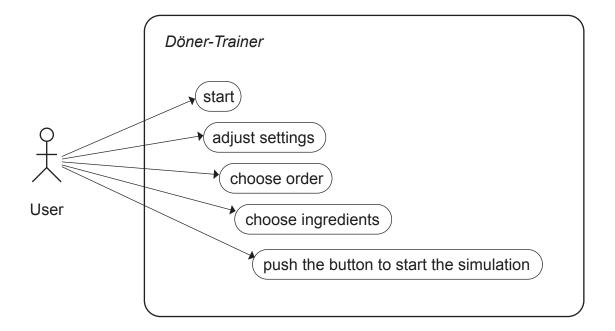
- entspannt
- gestresst
- eingeschlafen
- legen Wege zurück
- transportieren

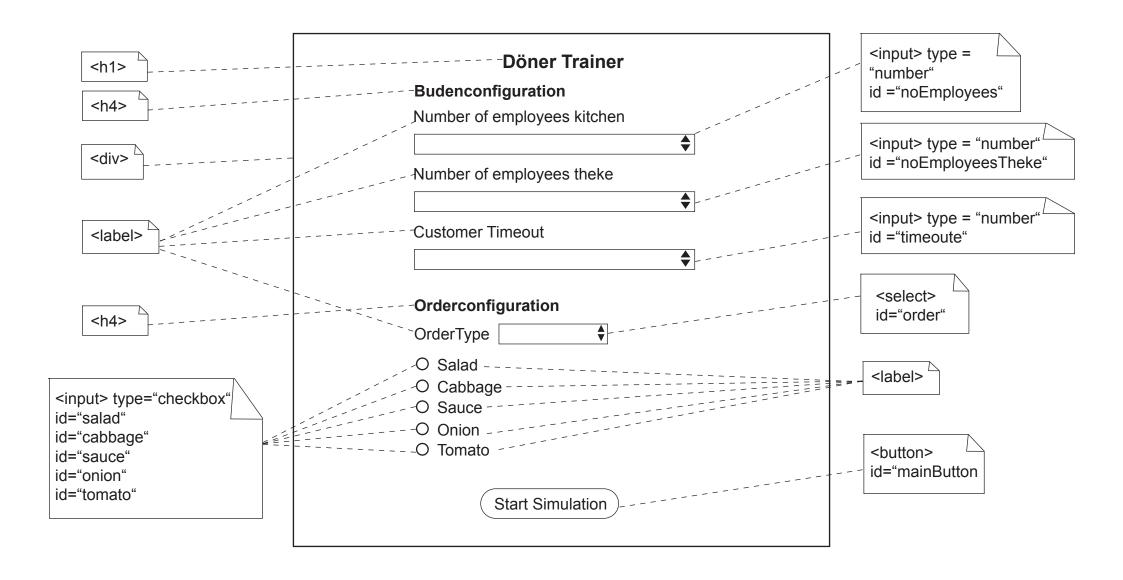
Nutzer

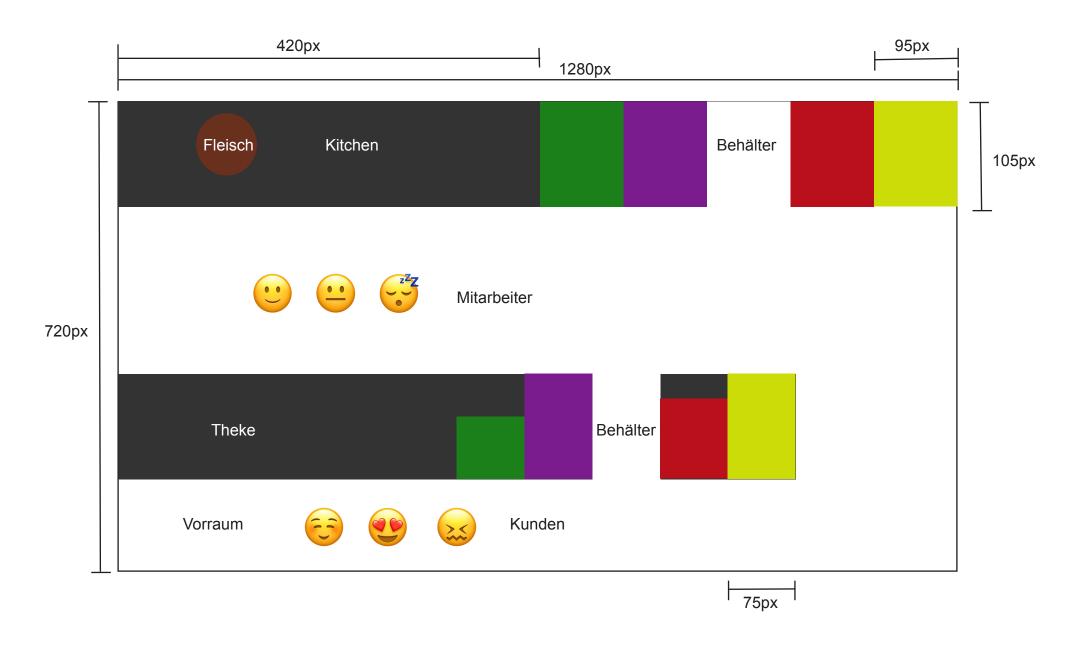
- schickt Personal herum
- sorgt für einzelne Handlungen
- bestellt Rohmaterial nach

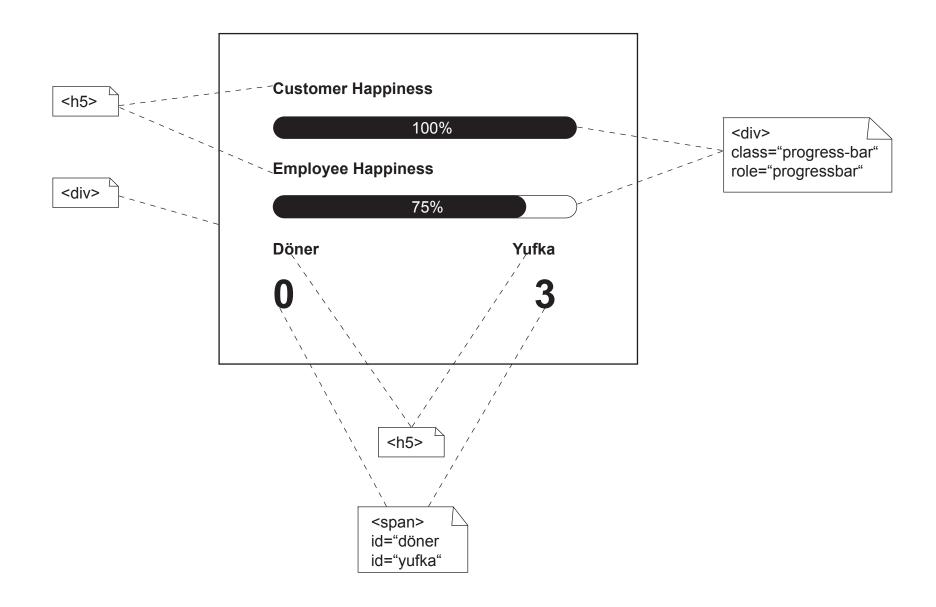
Start: Einstellungen

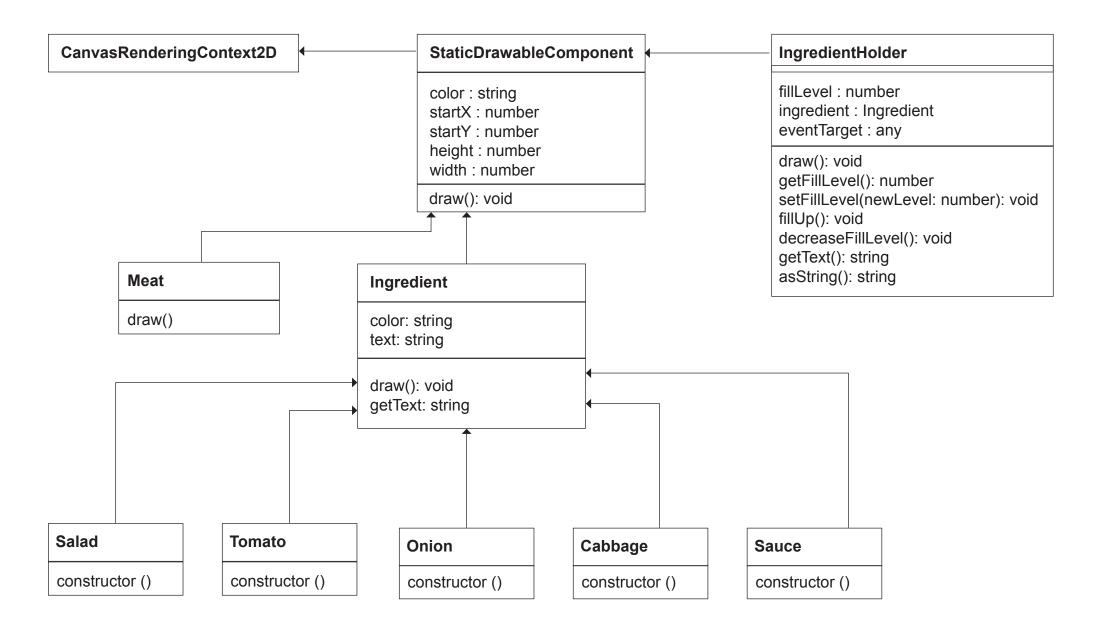
- Anzahl der Mitarbeiter
- Kundenzahl (alle x Sekunden neuer Kunde)
- Kapazität Rohmateriallager
- Kapazität Behälter
- Energie Mitarbeiter (Über-/Unterfordert)

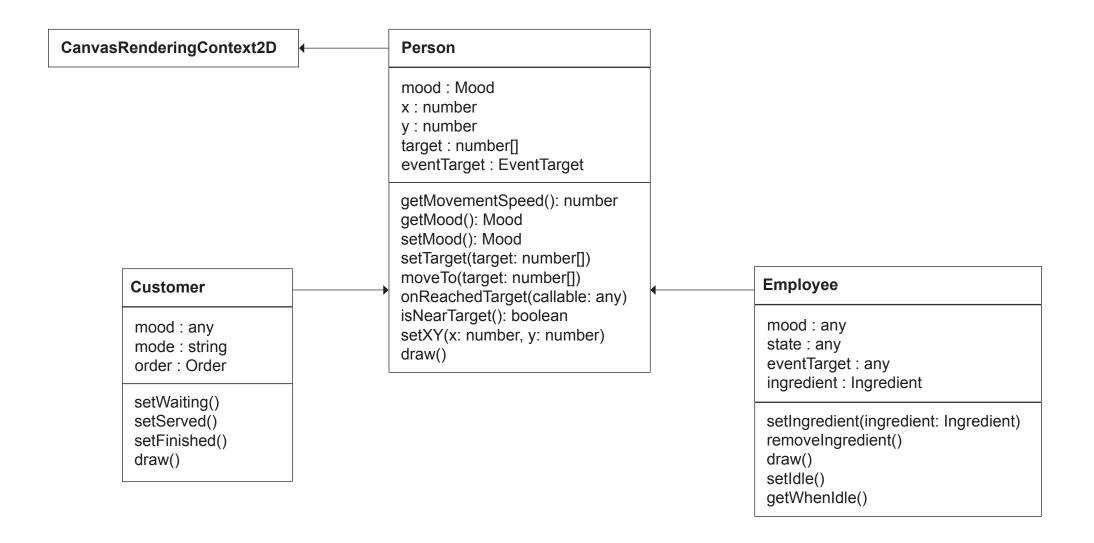












Döner Trainer: Class-Diagram - Order Vanja Katharina Rau

Order

state : OrderState
type : OrderType

missingIngredients : Ingredient[] addedIngredients : Ingredient[]

centerX : number centerY : number radius : number

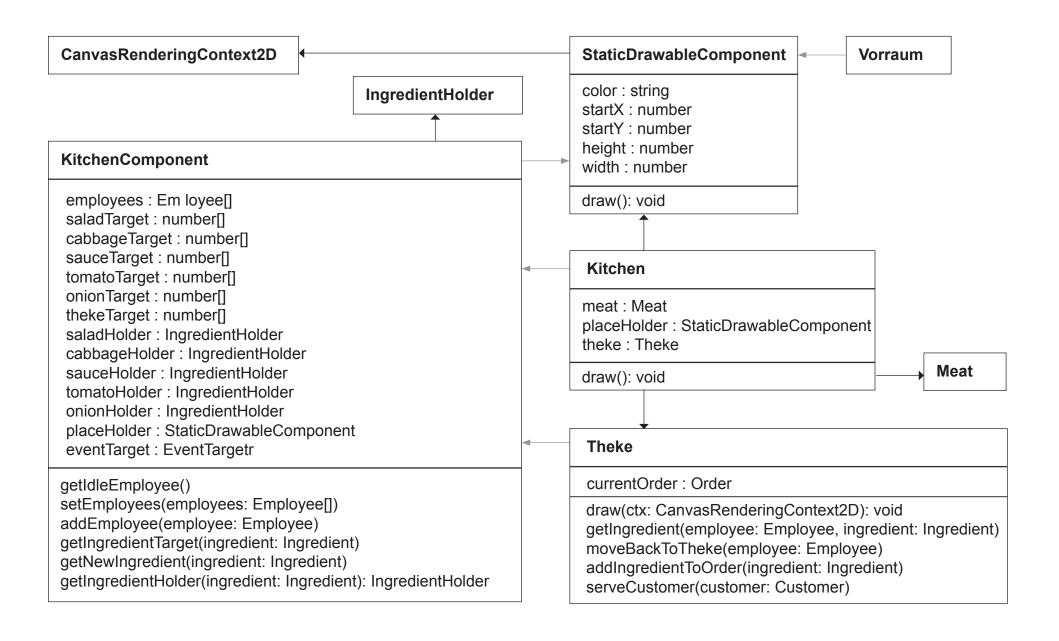
lengthIngredients : number eventTarget : EventTarget

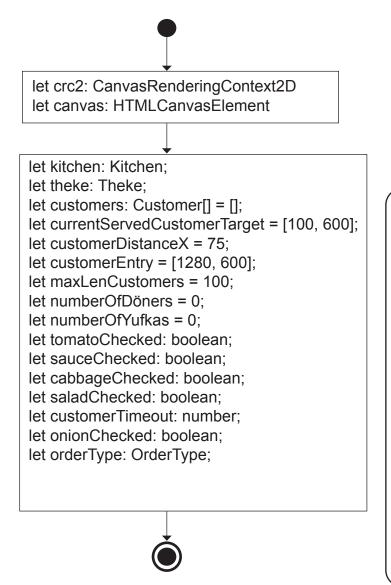
addIngredient(ingredient: Ingredient)

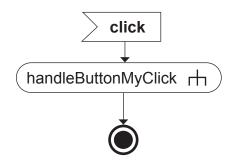
onFinished(callback: any)

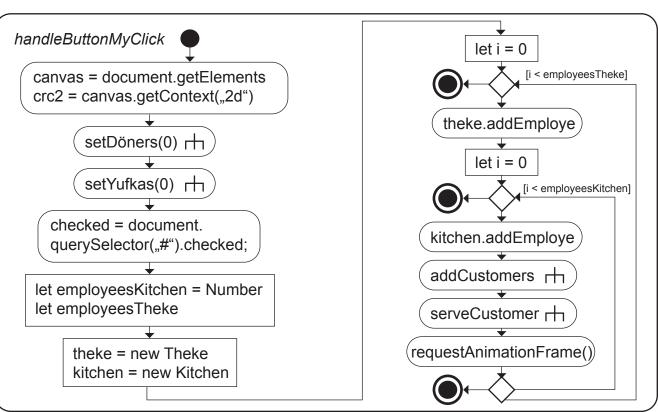
draw()

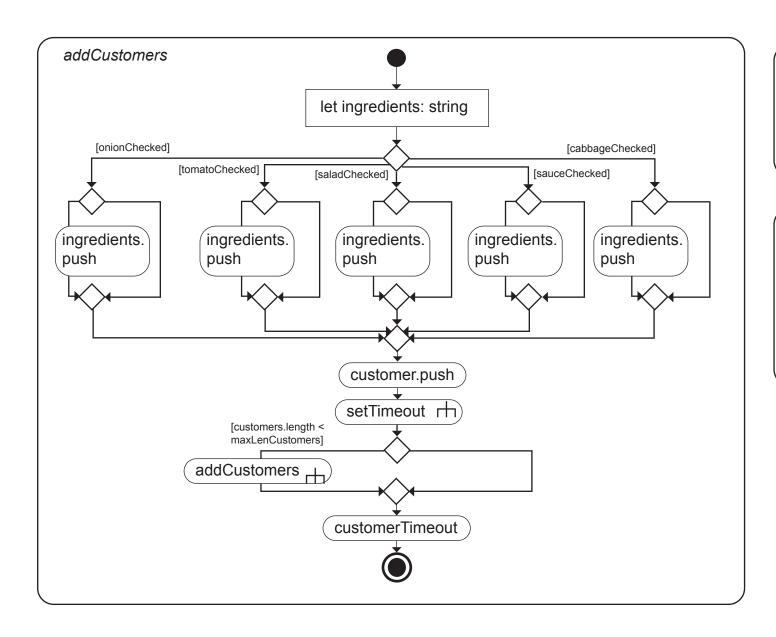
Döner Trainer: Class-Diagramm - Kitchen

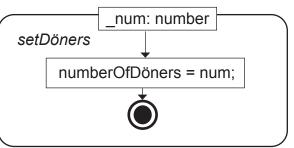


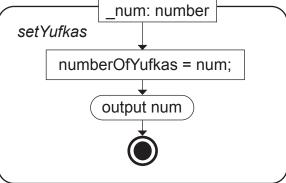


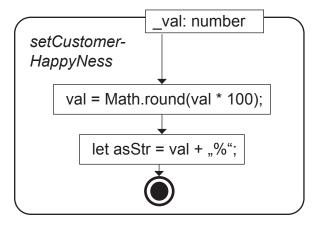


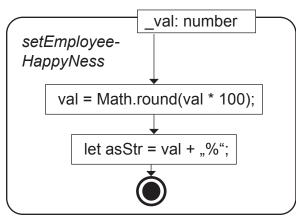


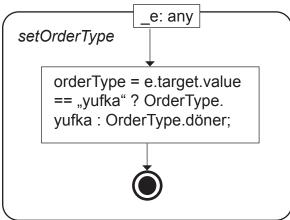


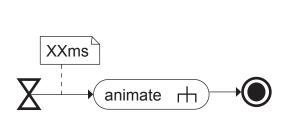


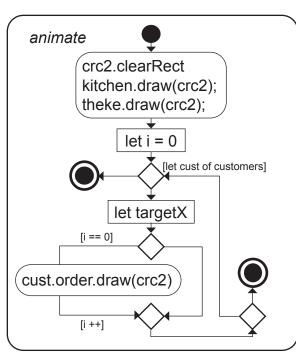


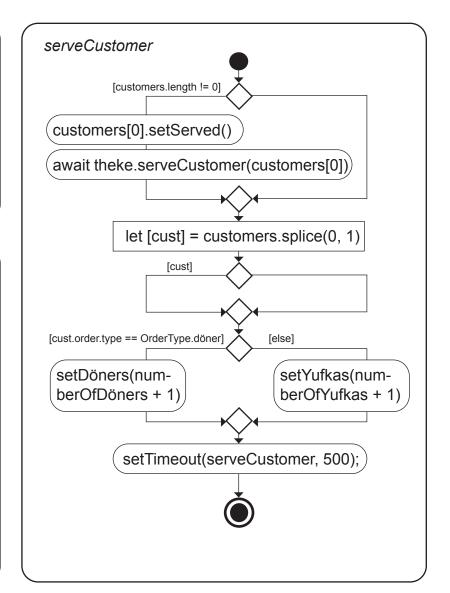


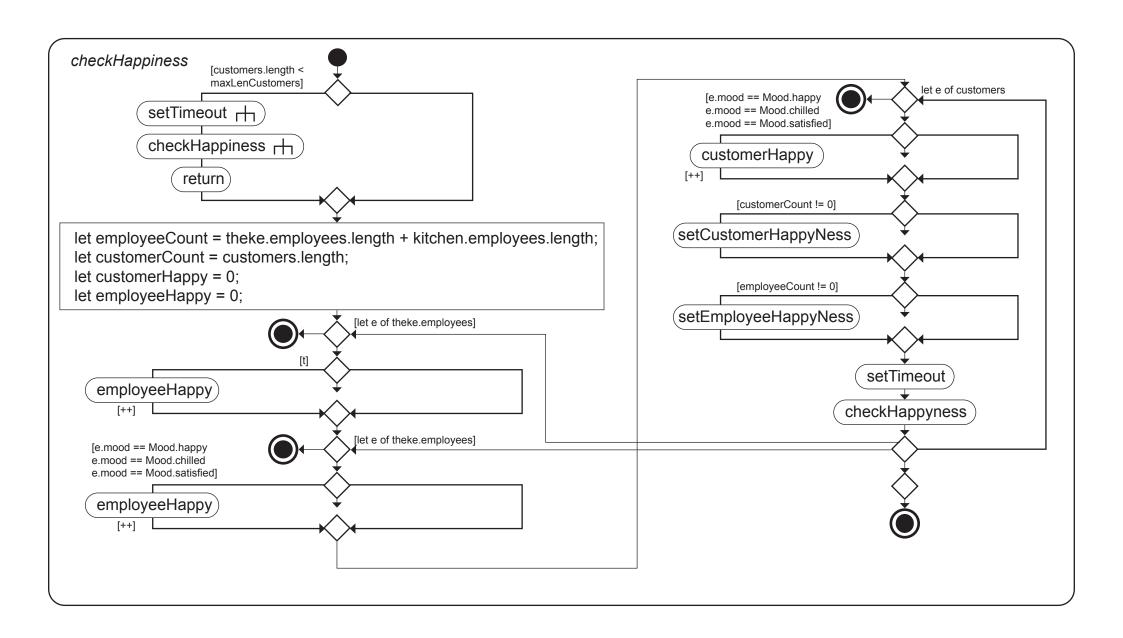


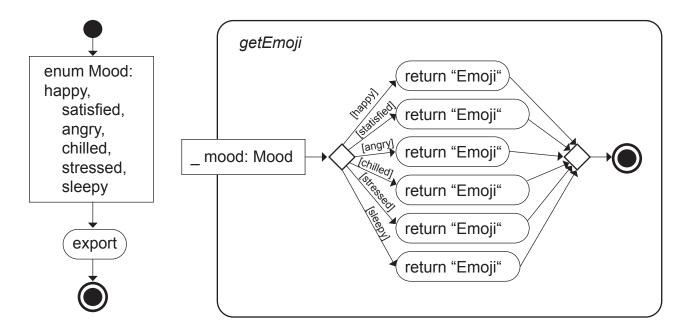


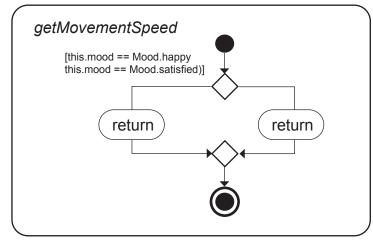


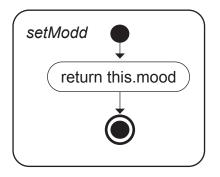


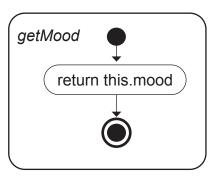


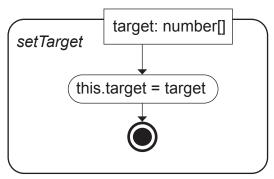


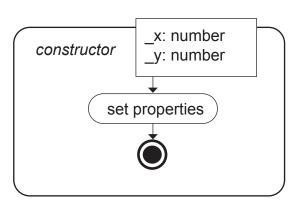


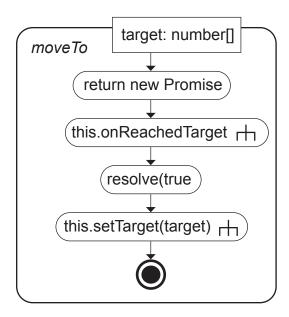


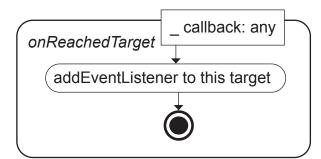


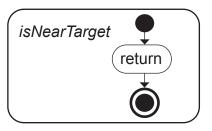


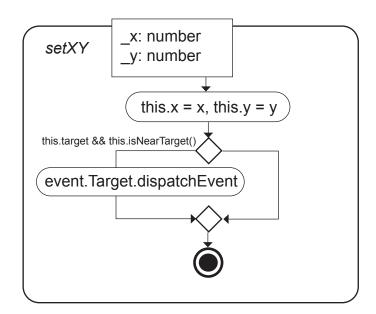


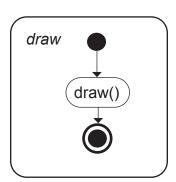












_ callback: any

