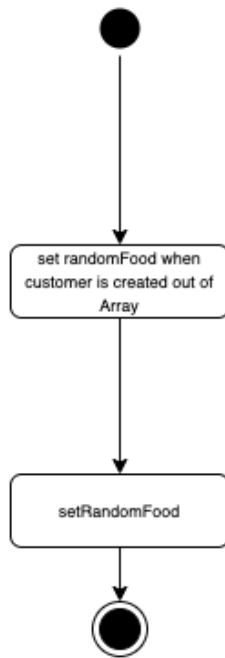


setRandomFood

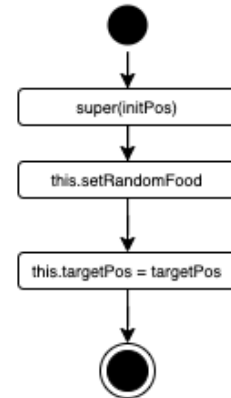


Customer

```
+ mood: Moods = Moods.Hungry
+ wants: Food
+ speed: number = 0.5
+ status: CustomerStatus = CustomerStatus.ComingIn
+ targetPos: Vector2 | null
+ waitingSince: Date | null
```

initPos: Vector2, targetPos: Vector2

constructor



Storage

```
+ mood: Moods = Moods.Hungry
+ wants: Food
+ speed: number = 0.5
+ status: CustomerStatus = CustomerStatus.ComingIn
+ targetPos: Vector2 | null
+ waitingSince: Date | null
```

contains: IngredientNames, amount: number, initPos: Vector2

constructor

take

