**SctTap:**

A scratch used at the very beginning of the semester. We used the scratch to help test android touch. Due to the fact that a circle is to draw each time you touch the screen, there’s no home button.

**SctWaiter:**

Used to test the server’s ability to walk to tables. After the player clicks a specific table. So, when you click on a table, the server will run through an ‘if’ loop that’ll allow the server to walk itself to the top-centre of the table.

**SctMultiGuests:**

The purpose of this scratch was to isolate the process of lining guests up on the left side of the game, as well as moving them to different array lists. When you start the scratch, guests will come down lining up behind each other. Then you can drag the first one in line to a table. Once seated the people in line will move down the line. That’s the main purpose of the scratch!

**SctStackedGuests:**

SctStackedGuests is the earlier version of SctMultiGuests where we studied the basic structure for the guests to line up in front of the door. Starting up the scratch, you’ll see guests line up and lines that are drawn to help us know where they should be stopping.

**SctGuests:**

All of the ‘Guests’ scratches are pretty similar, but we’re isolating different ideas. In this one, we’re testing the guest’s ability to come down every 5 seconds and then being able to sit, one at a time.