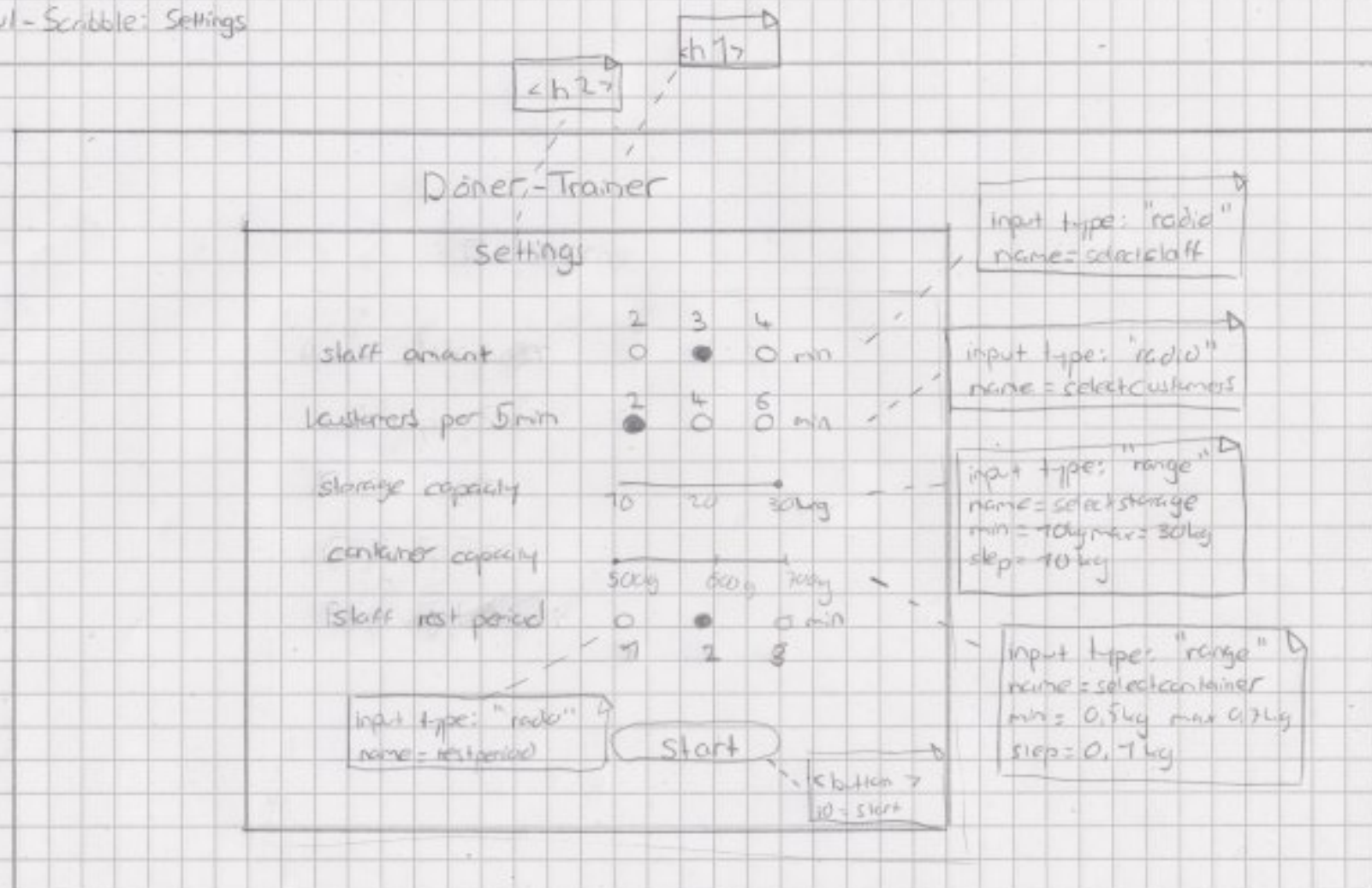
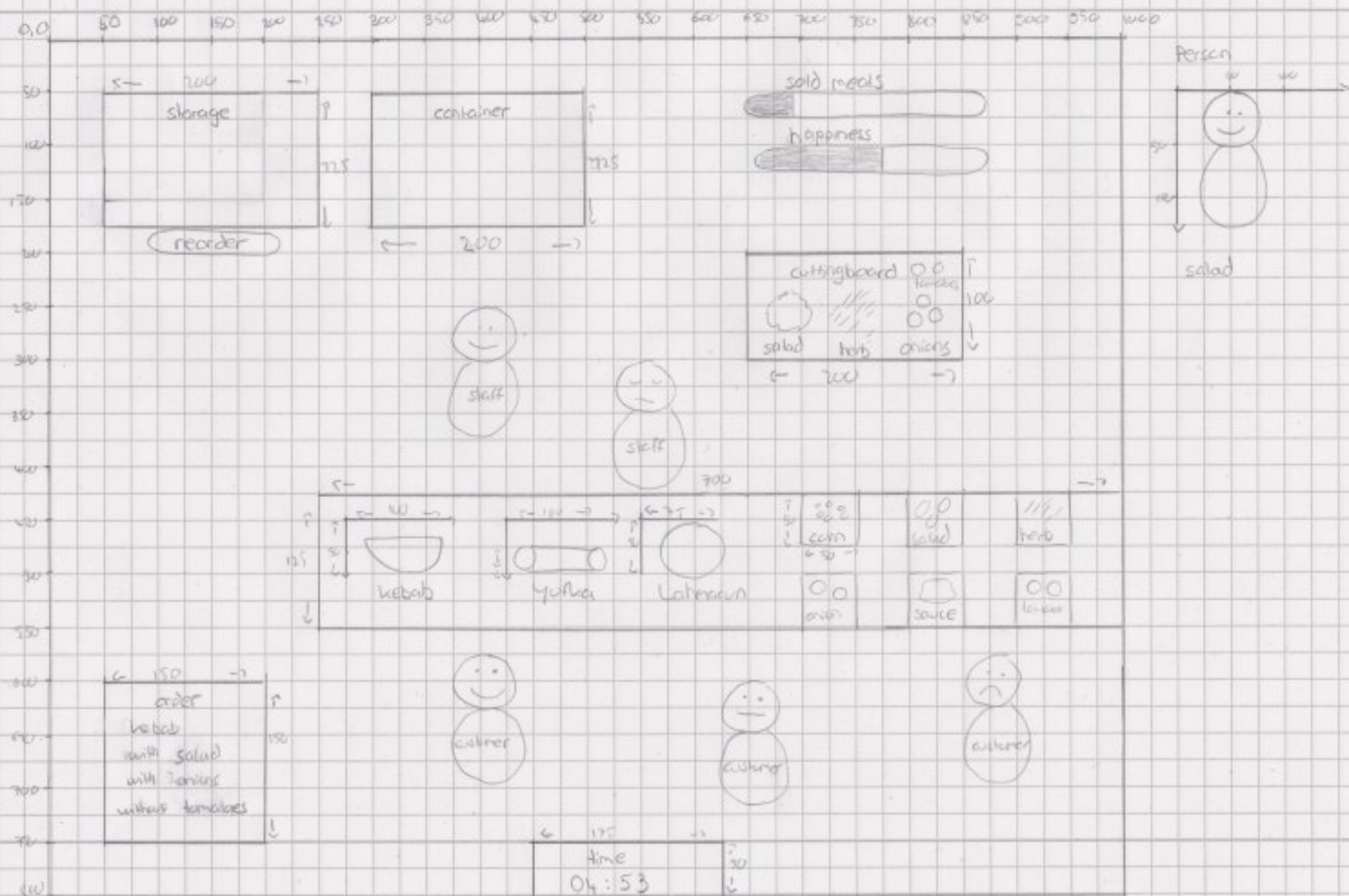


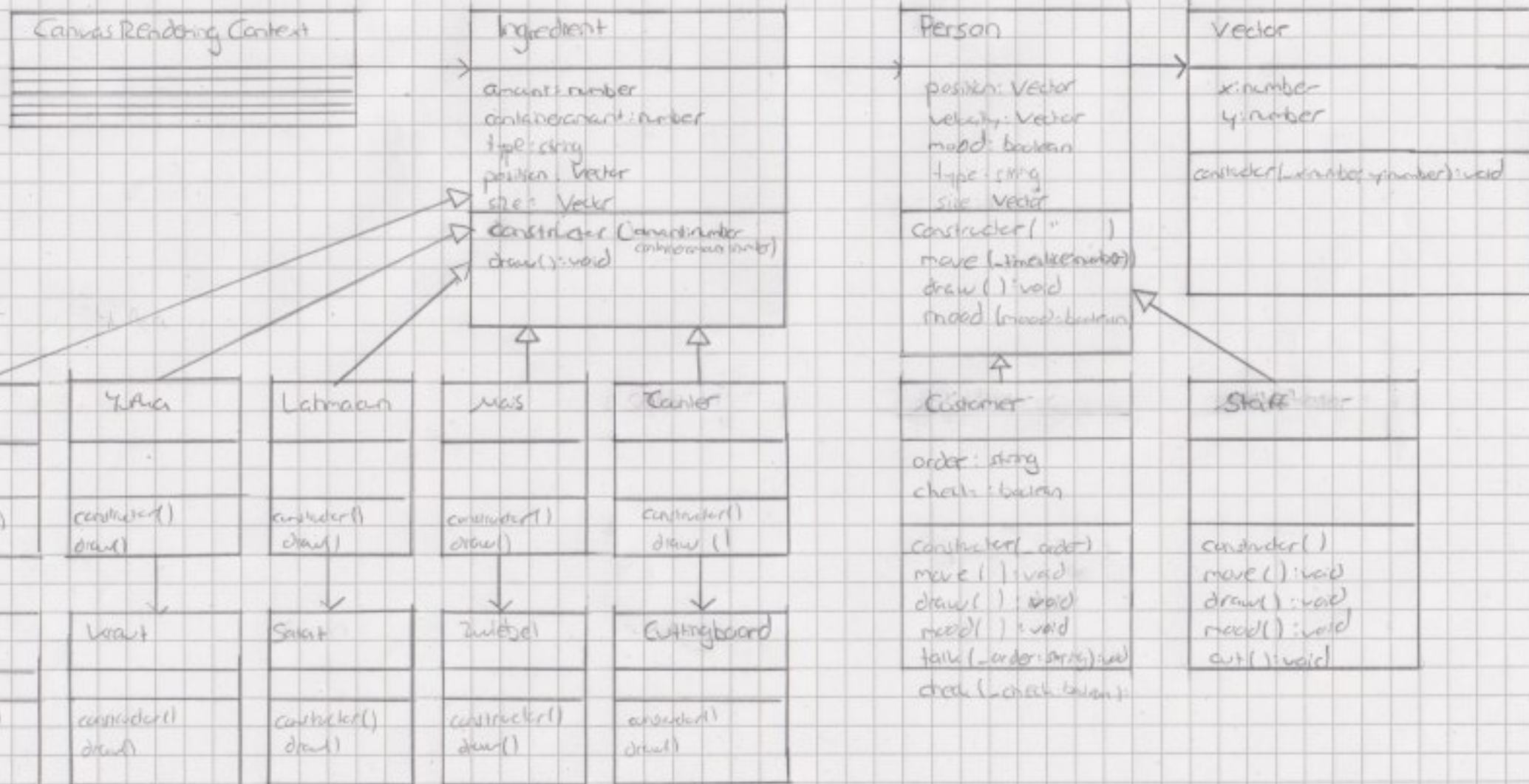
Döner-Trainer: UI - Scabble: Settings



Döner-Trainer: Scribble



Döner - Trainer : Class Diagram



load

handleLoad

```

let staffAmount: number
let customerAmount: number
let staffRestPeriod: number
let storageCapacity: number
let containerCapacity: number
let time: HTMLDivElement
let gameTime: number
let gameOver: boolean = false
let formData: FormData
let container: HTMLDivElement
let storage: HTMLDivElement
let order: HTMLDivElement
let available: boolean
let containerAmount: number
  
```

installEventListener

handleLoad

window.addEventListener

get crc2

installEventListener on start button

createGame

Diner-Trainer: Activity Diagram: Main: Seite 1

```

let staff: Staff[]
let requests: Request[] = []
let orders: Order[] = []
let persons: Person[] = []
  
```

event: Event

prepareGame

```

let formData: FormData
show FormData(document, form[0])
  
```

clear <body> multi HTML and create CanvasElement

set staffAmount to value of input "select staff"

Set customerAmount to value of input "select customer"

set storageCapacity to value of input "select storage"

set containerCapacity to value of input "select container"

set staffRestPeriod to value of "selected"

createGame

click

collectOrder

click on reorder button

refillStorage

click on start button

prepareGame

gameTime

[gameStart: true] EgameTime = 0

subtract 1 from gameTime and display in time

endGame

endGame

deinitialization of gameTime remove EventListener from canvas, remove canvas from body and add h2 "Game over"

createGame

drawContainer, drawCuttingboard, drawIngredients

create container, storage and order Div

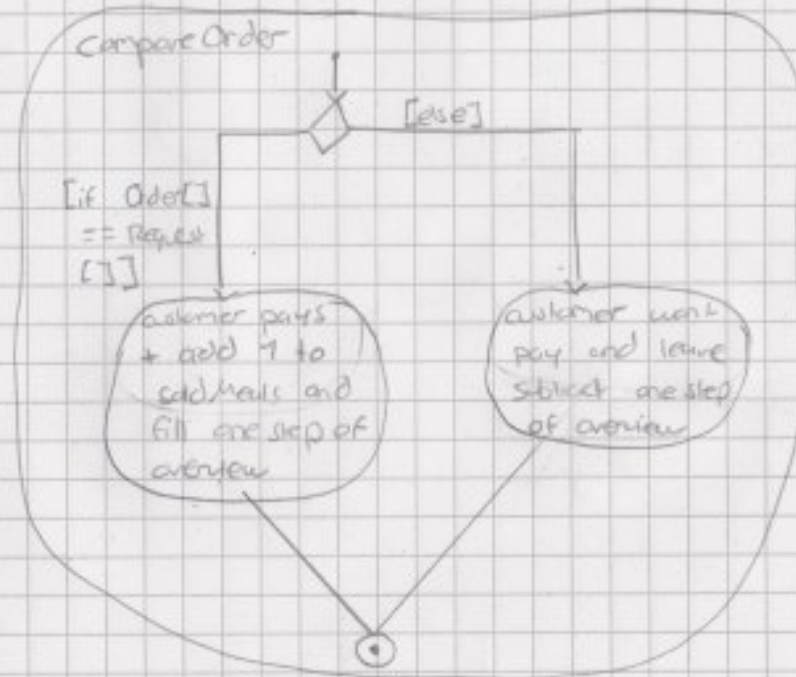
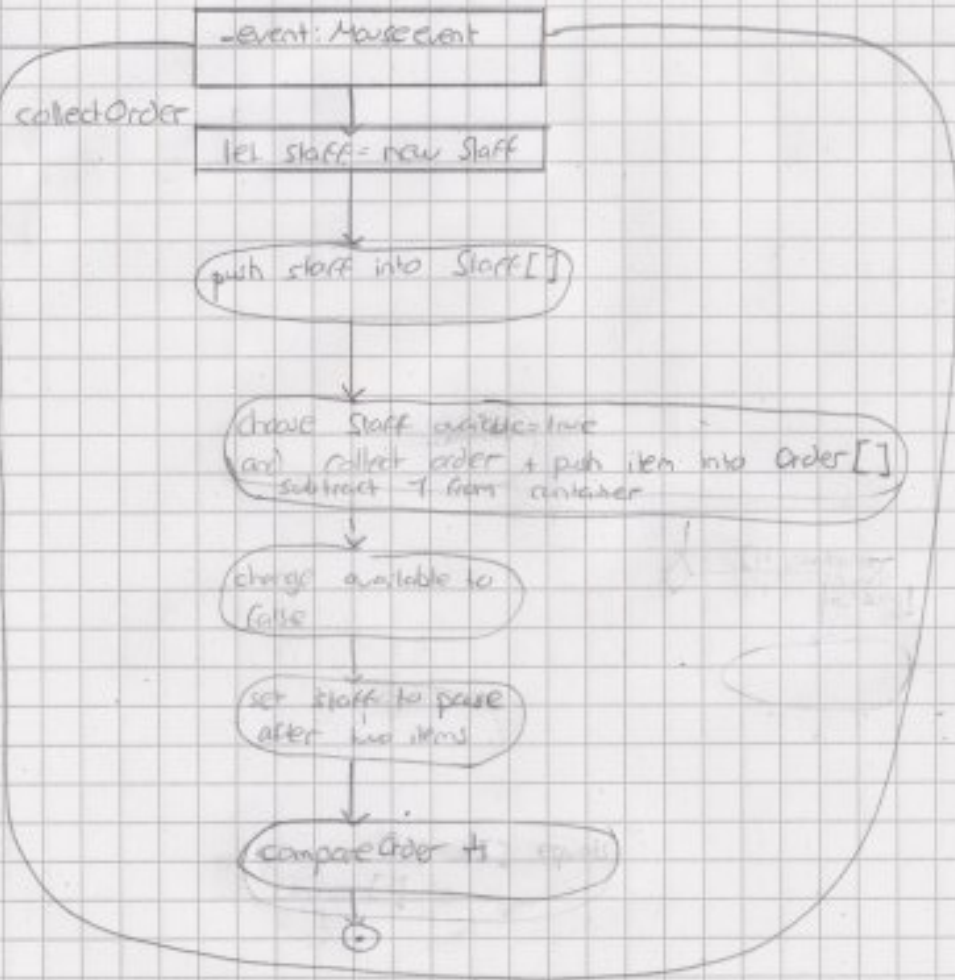
draw customer and push into Person[]

customer.talk()

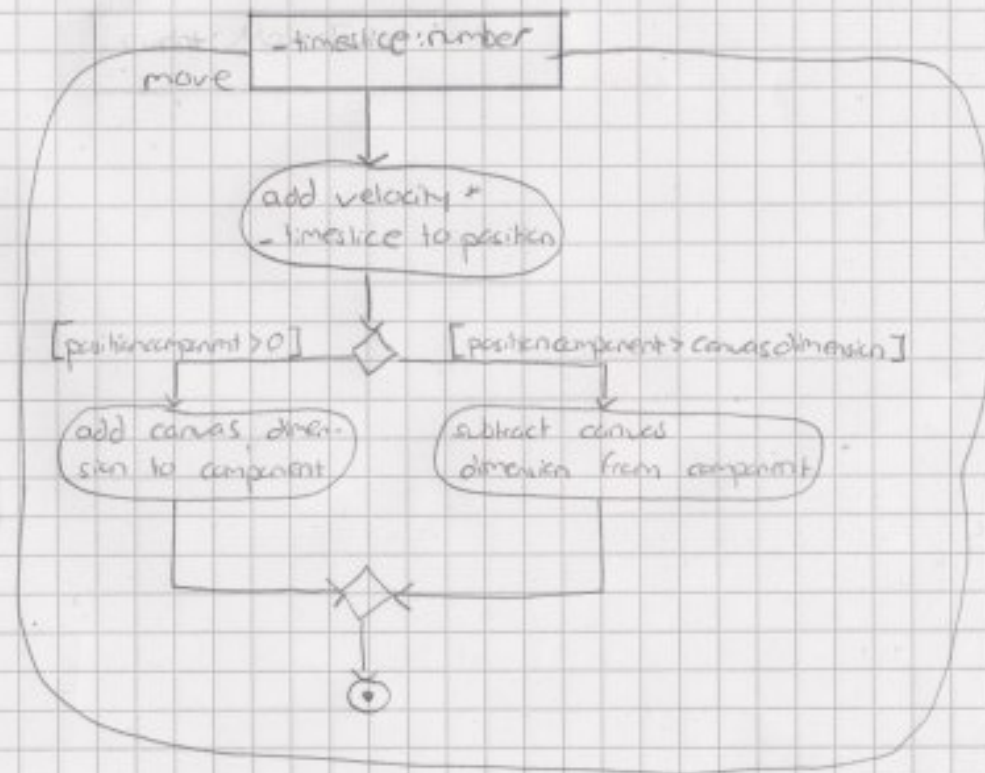
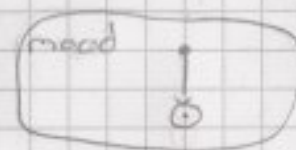
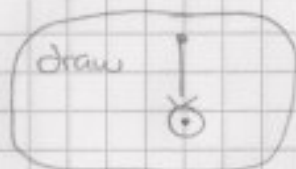
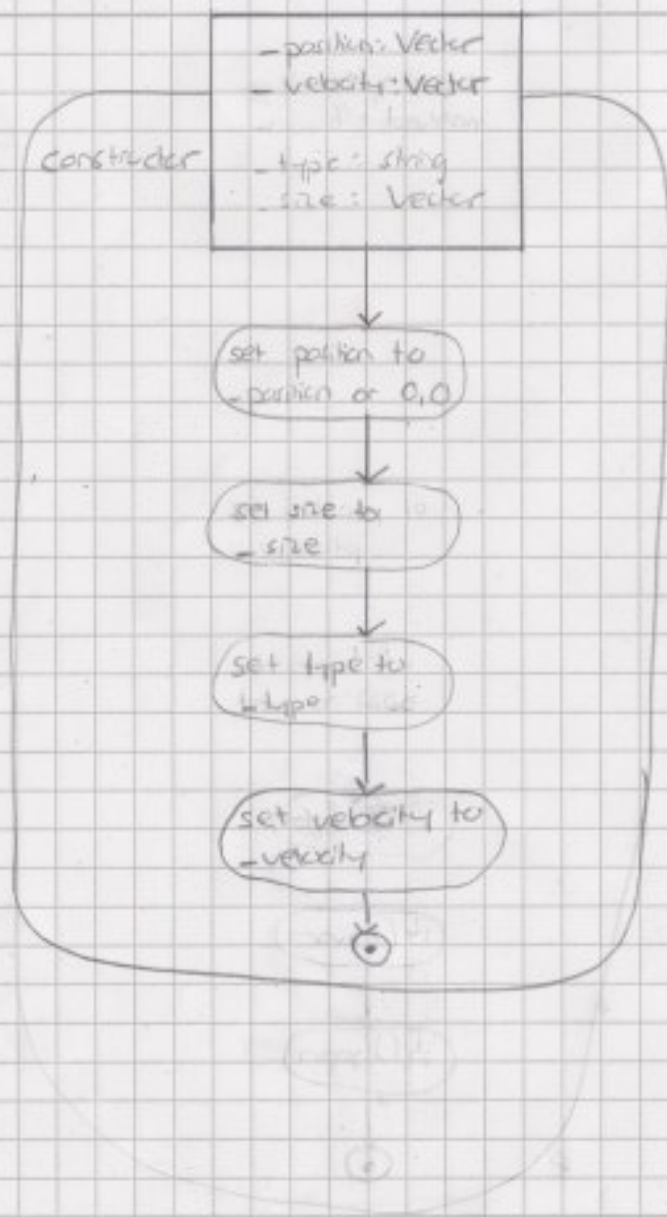
customer.move()

customer.run()

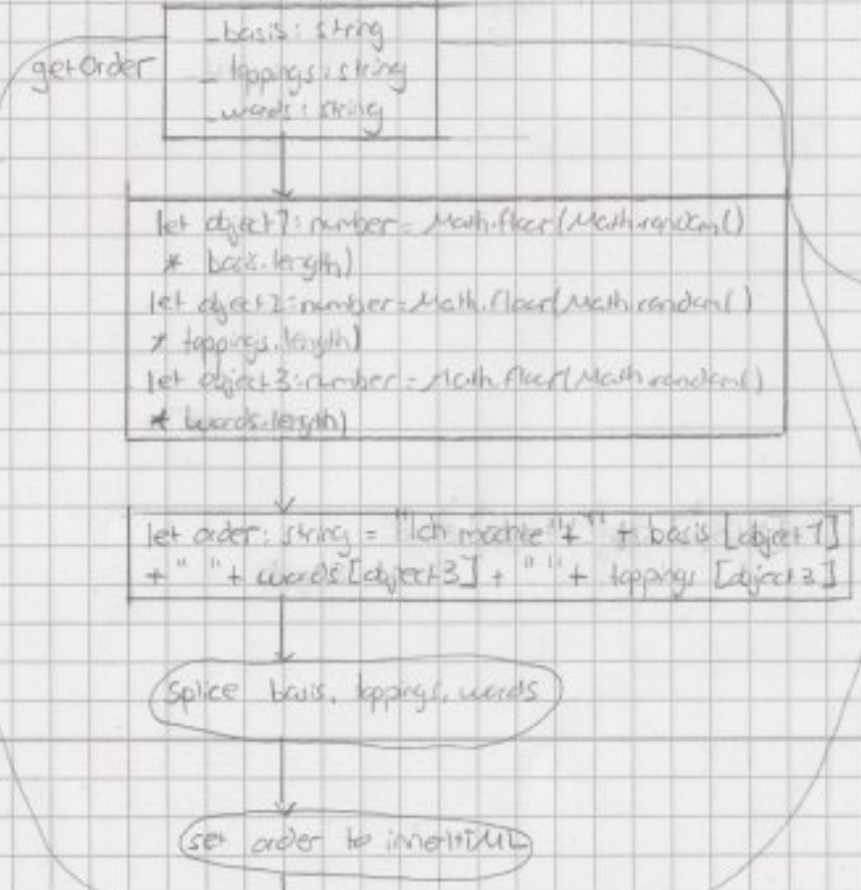
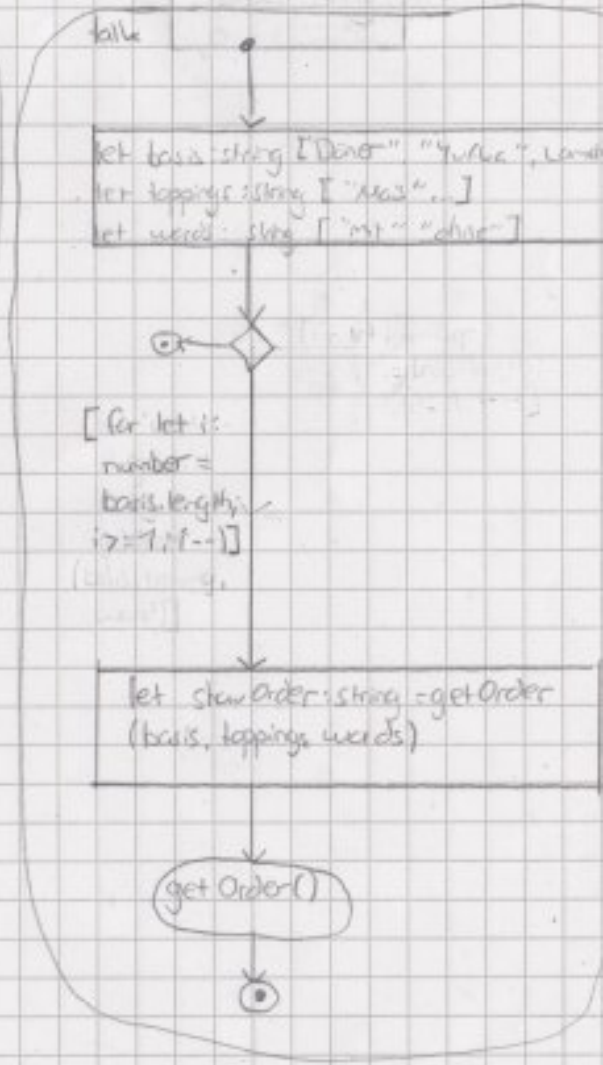
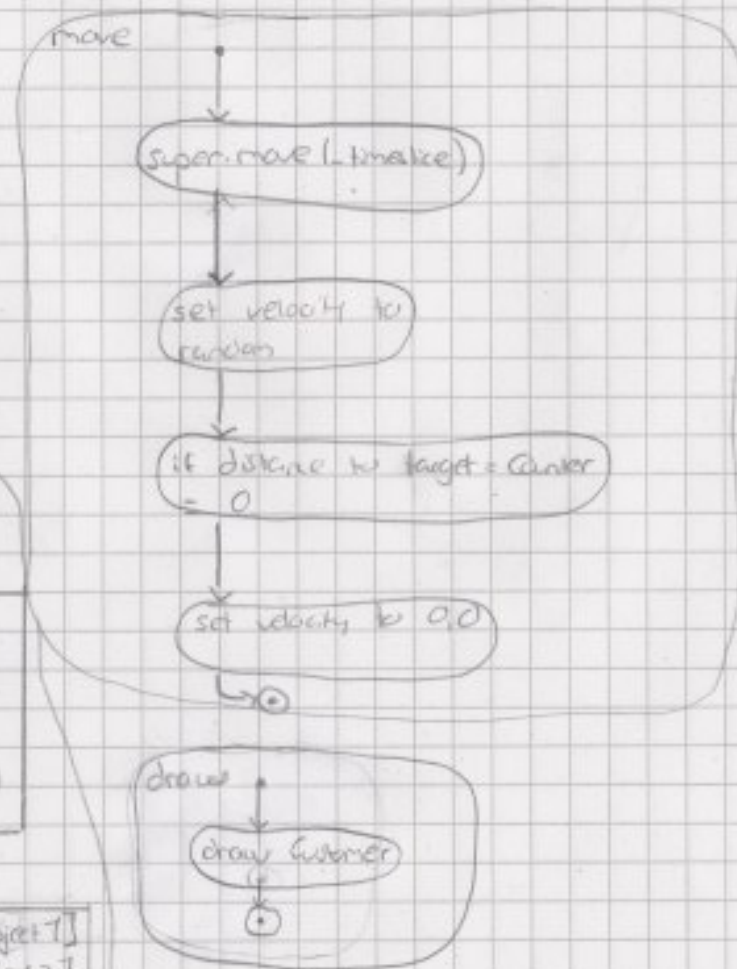
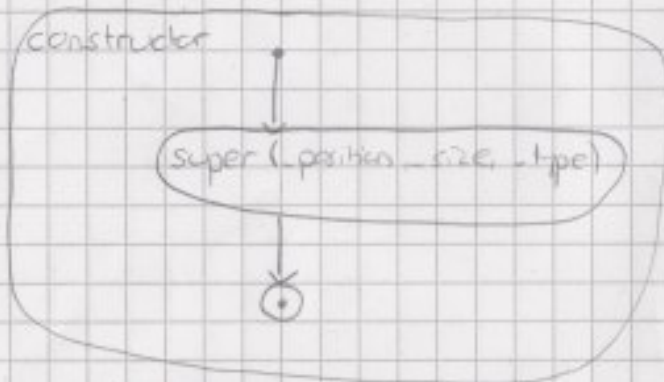
draw staff and push into Person[]



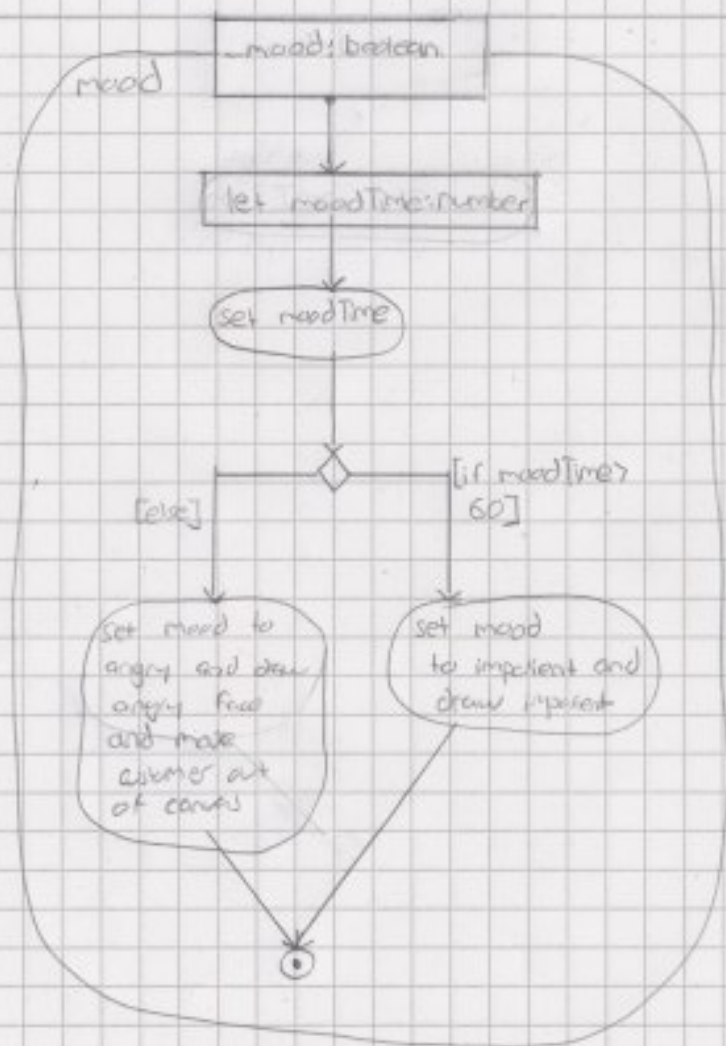
Diner - Trainer: Activity Diagram: Person



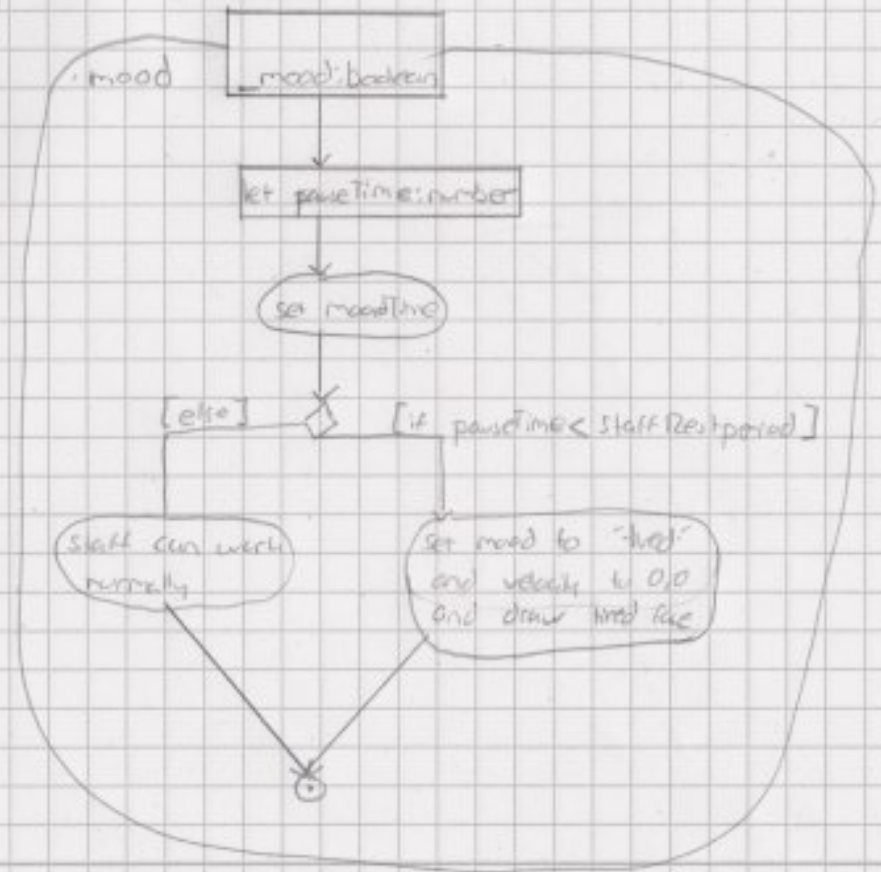
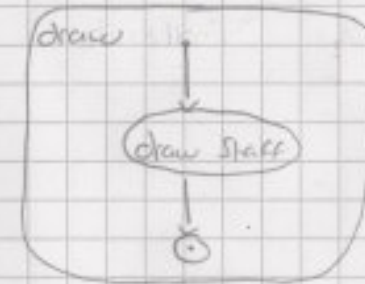
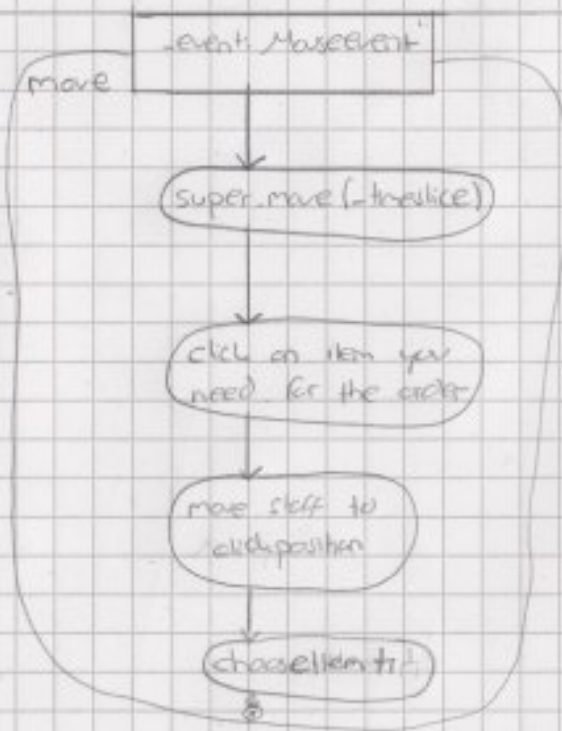
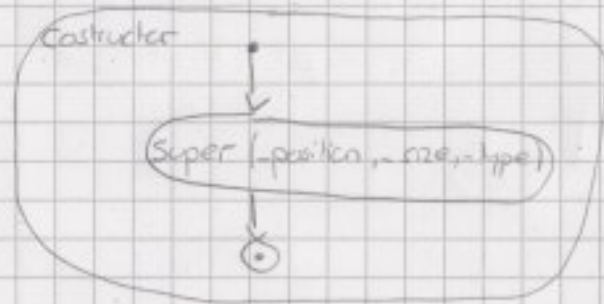
Diner-Trainer: Activity Diagram: Customer: Sale 1



Diner-Trainer: Activity Diagram: Customer: Sale 2



Döner-Trainer : Aktivite Diagrami: Staff



Diner-Trainer: Activity Diagram: Ingredient

