

```
17 public class Chef extends Sprite {
18     public World world;
19     public Body b2body;
20
21     private float initialX;
22     private float initialY;
23
24
25     public Vector2 startVector;
26     private float waitTimer;
27     public boolean chefOnChefCollision;
28     private float chefWidth;
29     private float chefHeight;
30     private Texture normalChef;
31     private Texture bunsChef;
32     private Texture bunsToastedChef;
33     private Texture burgerChef;
34     private Texture lettuceChef;
35     private Texture onionChef;
36     private Texture tomatoChef;
37     private Texture choppedLettuceChef;
38     private Texture choppedOnionChef;
39     private Texture choppedTomatoChef;
40     private Texture pattyChef;
41     private Texture completedBurgerChef;
42     private Texture meatChef;
43     private Texture saladRecipe;
44     private Texture burgerRecipe;
45     private Texture saladChef;
46
47     public enum State {UP, DOWN, LEFT, RIGHT}
48
49     public State currentState;
50     private TextureRegion currentSkin;
51
52     private Texture skinNeeded;
53
54     private Fixture whatTouching;
55
56     private Ingredient inHandsIng;
57     private Recipe inHandsRecipe;
58
59     private Boolean userControlChef;
60
61     public boolean notification;
62
63     private Sprite circleSprite;
64
65     private float notificationX;
66     private float notificationY;
67     private float notificationWidth;
68     private float notificationHeight;
69
70     public boolean completedRecipePlaced;
71
72     public int nextOrderAppearTime;
73     public Recipe previousInHandRecipe;
```