It's time to serve!

DESIGN DOCUMENT

By Qazer12 for the 2025 Inbound Shovel Jam

[**Introduction** 2](#_Toc203153889)

[**Game Summary Pitch** 2](#_Toc203153890)

[**Inspiration** 2](#_Toc203153891)

[**Player Experience** 2](#_Toc203153892)

[**Platform** 2](#_Toc203153893)

[**Development Software** 2](#_Toc203153894)

[**Genre** 2](#_Toc203153895)

[**Target Audience** 3](#_Toc203153896)

[**Concept** 3](#_Toc203153897)

[**Gameplay overview** 3](#_Toc203153898)

[**Theme Interpretation (Just get started)** 3](#_Toc203153899)

[**Primary Mechanics** 3](#_Toc203153900)

[**Controls** 3](#_Toc203153901)

## **Introduction**

### **Game Summary Pitch**

You just started as a new waiter in a restaurant and the boss was about to teach you how to play but suddenly, he is in a rush for an emergency, so you have to take care of the client by yourself without any experience.

### **Inspiration**

**Going under**

The story of the game is inspired by this game introduction. You play as a new intern in a tech company and you’re a just thrown in a dungeon without much explanation, but that’s why it’s fun

### **Player Experience**

The player will receive clients every 10 seconds and he’ll need to improvise and try to do the best service possible. At the end you will se the results of your service with yelp comments.

### **Platform**

PC, Windows

### **Development Software**

* Godot 4.3 for programming
* Aseprite for sprites and UI

### **Genre**

Simulation game

### **Target Audience**

Everyone

## **Concept**

### **Gameplay overview**

You will be able to move with the directions keys and take the prepared plates to the customers; you will also be able to speak and interact with them.

### **Theme Interpretation (Just get started)**

You are a new Waiter, and you are trying your best to satisfy your clients, even though you just got started, you can still do some great things

### **Primary Mechanics**

| **Mechanic** |
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### **Controls**

**Title:**