

GAME PLAY SCREEN (HUD)

- Dollar Amount
- Business Hours
- Time of Day
- Current Weather Condition
- 2-D, Detailed Game view (Rootless, inside & outside)
 - passerby non-customers vs. inside repeating customers.
 - customers get to analyze the menu before committing.
- Tip Jar \$ Amount
- Counter for Happy vs. Unhappy customers.
- Counter for lost customers.

END OF DAY

- Reports.
- Update Menu
- Buy Equipment, Recipes, and Ingredients
- Location / Facility Upgrade

① LOAN $\rightarrow \$ \times (\% \text{ interest})$

- Difficulty: Affect \$ Amount

② BUY - Coffee Stand (Facility) - (2 Locations, ^{similar} attributes)

- comes w/ default equip.
- Buy 1 Recipe
 - (choose 1 of the X amount granted by equip.)
- Ingredients
- Weather Forecast
- Build Menu (1 Item)
- Customers