Pixel Cafe Game Documentation

Aidan Abdulov

Abstract

This document was made for the soul reason to plan out the upcoming game "Pixel Cafe" on Roblox. This document will mention everything from how the main menu should be designed, the npc interactions and logic map plans and design, and anything else needed to help aid the development team to success.

Contents

1 Main Menu

1.1 Scenery shot

Upon a player joining after they are done loading their camera should be placed looking at an location of an *custom build* map. Adding blurs and other visual effects is optional. Their should be multiple versions of the map depending on the season, ie if it's winter a snowy version of the map should be loaded in, and if it's summer or some other season or an event like hallowen the map should be loaded to fit the mood.

For more info about the map design please click here

1.2 UI for the Main Menu

The next list will show all the options the main menu will have to have...

- Party UI
- Store UI
- Trade UI
- Inventory UI
- Leaderboard / Rank UI

1.2.1 Party UI

The party UI is a group of UI's that should give the player options to:

- Create parties
- Invite players to parties
- Remove players from parties
- Start a game with your party
- Join friend

When creating parties the party maker/creator should be allowed to make it an opened or closed party. If the party is open then it will be displayed for everyone to see and join, however if the party is closed then only the party creator can invite other players that aren't in a party. Only the party creator can kick / remove players from his party. And finally upon pressing play the game should teleport everyone in the party to the desired location, if the teleport fails the players are to be informed of the failed teleport. When creating a party the player will be presented with more then just one option to make the party opened or closed. The next list will show you all the options the player will be promted upon making a party.

- Party Type
- Friends can join session

If the party is an open type it will get a few more bonus option... such as

- Minimum Level Requierment
- Minimum Days Survived

Keep in mind that all of these bonus options are OPTIONAL.

1.2.2   Store and Trade UI's

Before reading about these UI's it will come in *handy* if you check out the Player Data section.

The store UI should allow the player to purchase the listed items:

- IN GAME "LOOT CRATES"

- GAMEPASS'S

- DEV PRODUCTS

To learn more about all of these please click here.
The Shop UI should offer the player options to select what they wanna buy, on the far right side it should display the item the player selected AND *Show the items description*, it should also show you the items price, and the currency you would need to pay for the item.

Once the player press's the *trade button*, they will be promted with a player list that they can requests trades with. Upon sending a request if the player accept the request a new UI would be represented that will let the players put stuff from their inventory to the trading UI. The trading UI will be a giant frame, on the top of the frame will be a 6×2 grid, the first 6 slots will be for the first player and the other 6 for the other player. If they have multiple of the item they would be promoted with an option to select how much of *that one item* should they put into the trade, this means they can have up to 6 *unique* items in the trade. On the right side of the main UI will be the other persons character frame with their name below them, and right below that would be a private chat between the two players. Below the trading part would be the players inventory with a filter bar on the top of that inventory frame, and right below the inventory will be an accept and decline button.

2   Main Game

This section will talk about the main game mechanics.

2.1   Basic Gameplay Overview

Once all the players get teleported and the game starts the players will need to wait for the party leader to chose a save file, once a save file has been selected and the entire cafe loaded the players will also get teleported into the cafe. If the game is brand new they get teleported into the cafe with all the default tools. The game will start off with a small storage unit, bakery, and the main cafe area, it will also start off with a small parking space which will be important to upgrade since the more parking space you got the more room for people to come you got. The game runs over two basic systems, money and ratings. If at any time your rating goes way below the *requiered minimum rating* for staying open or if you do not manage to make enough money to pay daily taxes you will lose the game and the save file will be forcfully deleted. The game has a few different things that need to be managed by players, one of the things will be serving customers, a player is expected to go to a custom, talk to them and write everything down, upon writing everything down you will give the order to the barista who would take care of the order, and there are planty of other jobs that you can take a look at here. Another aspect of the game has to do with the fact that food can and will get spoiled, and also ordering ingridients takes a lot of time, so making sure you order enough and order in things in time will be really important, upon the day finishing if the players haven't lost they will be promted with a continiue button so the players can have a breather or if they need to take a bathroom break. And that's the *brief* overview of the game, for more detail on everything else please keep reading the document.

2.2 Player Interactions

Players will be allowed to take tools / items with them. Upon taking an item it will take a slot either in your right or left hand depending on which hand u used to pick it up. There are *two* types of things you can pick up, light things [such as knives, forks, etc], and heavy things [such as chairs, tables, etc]. When carrying an heavy thing *both* of your hands are requiered to be free. Certain things such as putting food on an tray can help you carry multiple things at once.

2.3 Jobs

2.3.1 Drinks Assembling

Drink assembling as the name says, is a job that requiers someone to assembly drinks, but before we can explain the process that has to be done, let's first off start listing everything we need for the drink assembler to do his/her job:

1. Blender
2. Grinding Machine
3. Steamer
4. Ice Maker
5. Cup & Lid Holder
6. Syrup Holders / Dispensers
7. Cream Holders / Dispensers
8. Cutting Board
9. Juicer

LIST OF TOOLS

- SYRUPS
  1. CARAMEL
  2. CHOCOLATE
  3. VANILLA
  4. HONEY

- CREAMS
  1. CARAMEL
  2. CHOCOLATE
  3. FRENCH VANILLA
  4. HAZLENUT
  5. COCONUT
  6. ALMOND
  7. PEPPERMINT
  8. PUMPKIN SPICE

- MILK
  1. SKIN MILK
  2. WHOLE MILK
  3. SOY MILK
  4. ALMOND MILK
  5. COCONUT MILK

- TOPPINGS
  1. COOKIES CRUMBS
  2. CHOCOLATE CHIPS
  3. SPRINKLES
  4. CHERRYS
  5. LEMONS
  6. POWDERS
     (A) CHOCOLATE POWDER
     (B) VANILLA POWDER

LIST OF INGRIDIENTS

3   Player Data

4   Monetization

5   Map Design

5.1   Main Menu Scenary Shot

The Scenery shot of the main menu should be a table inside a building (possibly the cafe) that has a huge window looking towards the outisde the table should be big enough to fit 9 people 6 from the sides, 2 facing the window, and 1 looking from the windows onto the table, the table is suppose to have some stuff on it ie. a laptop, some graph papers, and possibly coffee cups. The outside of the window should be a road with road lamps, and possibly a forest behind the road, there should also be a *swinging* lamp on the top as well. The camera will be looking at the table towards the window. For more detail please look at the reference image.
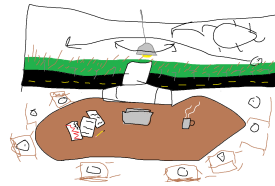

Figure 1: Reference image for main menu map