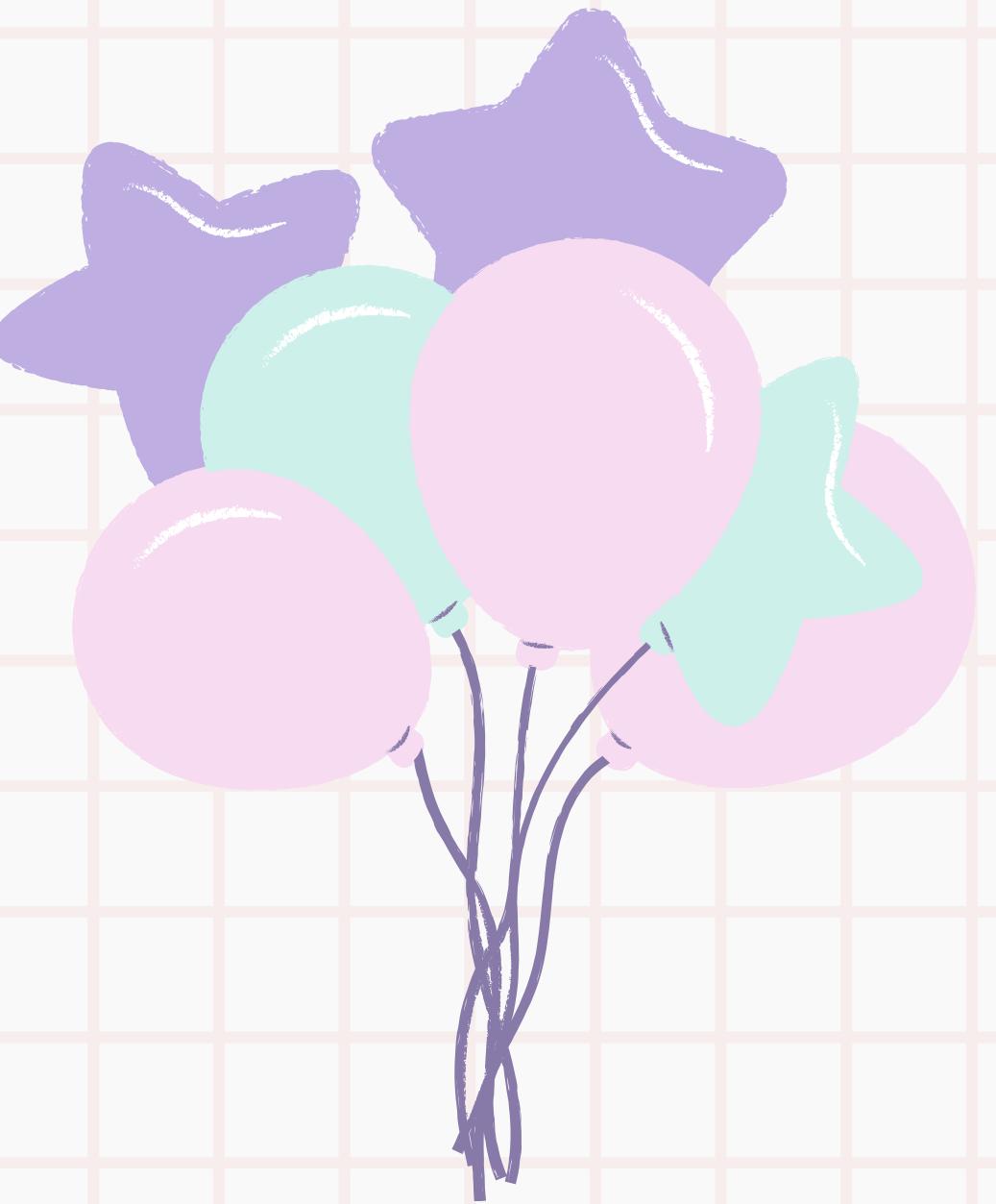


COSMIC CAFE

Presented by Jessica and Shema

Premise

Comfort
Cafe game
Crafting
Gacha



Setting

The player finds themselves in an unassuming small cafe. However, not all is as it seems as this establishment aims to serve its customers drinks that are simply out of this world

Character

Story revolves around the **player**
themselves who play the **role** of a barista
and a **cafe owner**



Plot

Many customers have been anticipating the opening of a new cosmic cafe and talks of its shop owner has been ruminating around town. This old legacy has been left unoccupied until now and many wonder if the recipes of old will be discovered and their otherworldly needs met.

Story Arc

Cosmic Cafe

"Start"

1

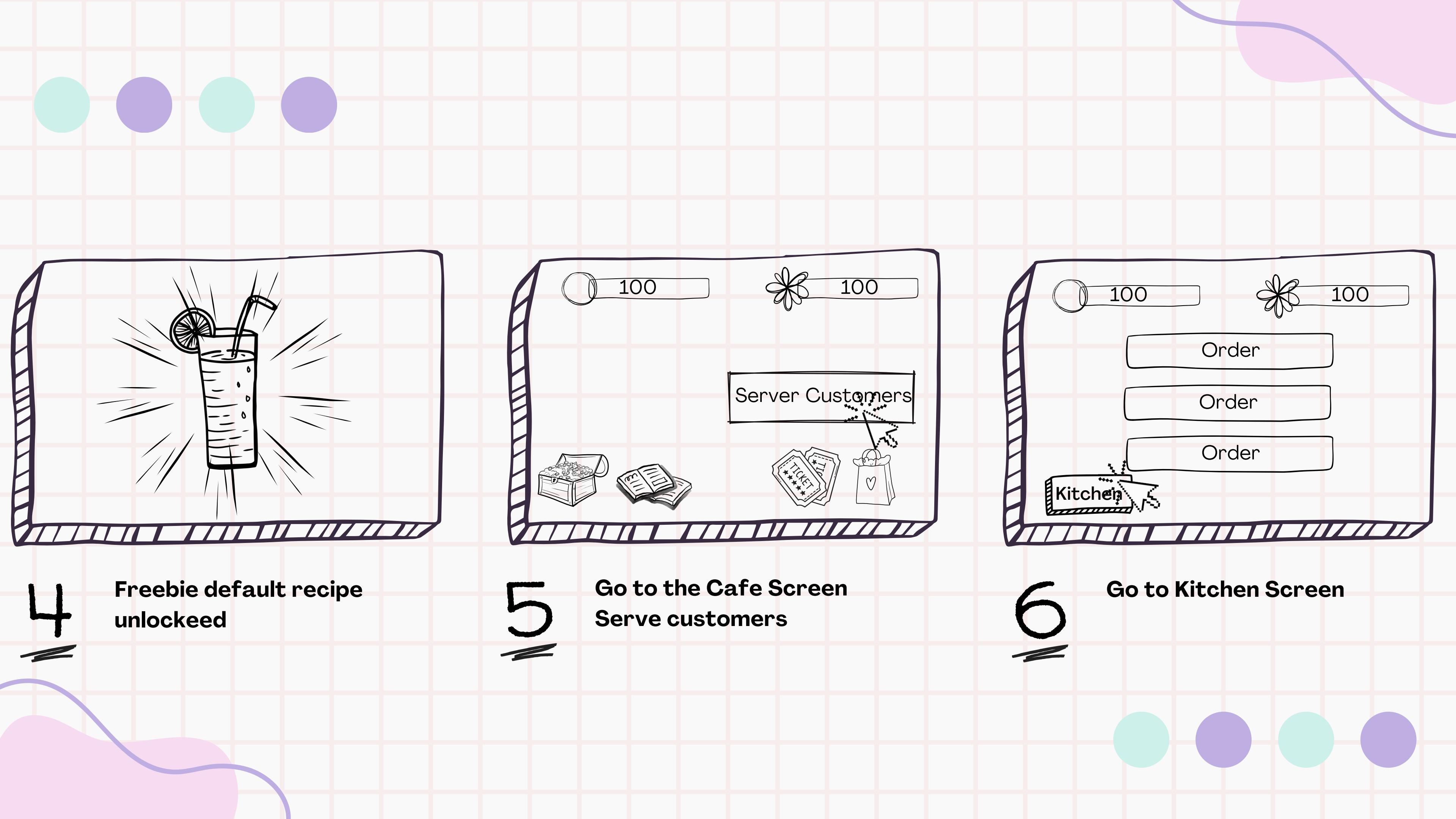
Game Start Screen
Start the Game

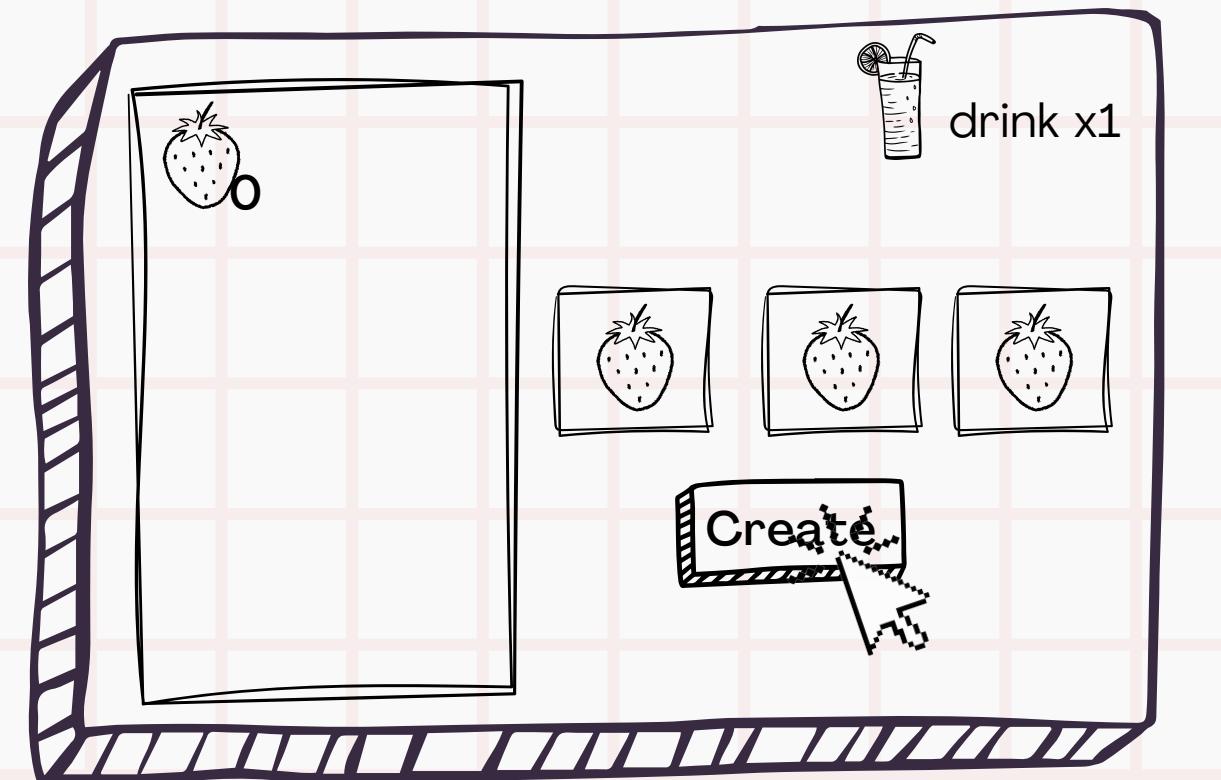
2

Player enters their Name
This will be the name of their cafe.

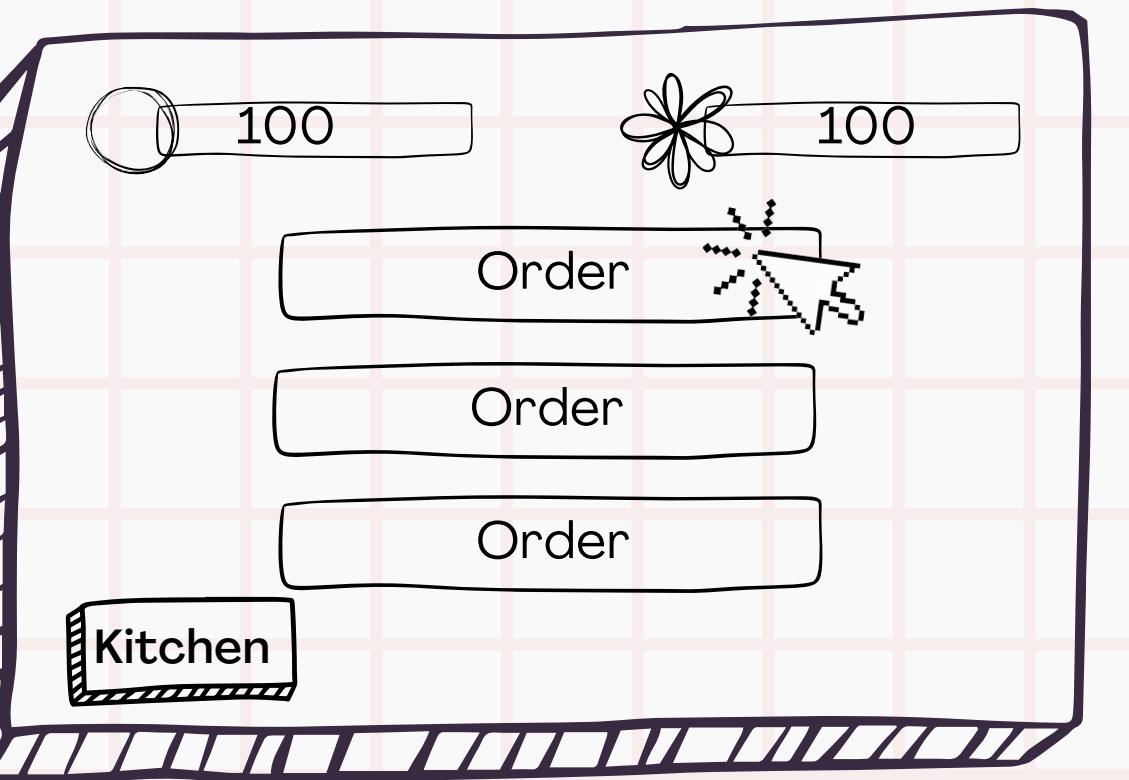
3

Go to the summon screen
Player gets a free recipe

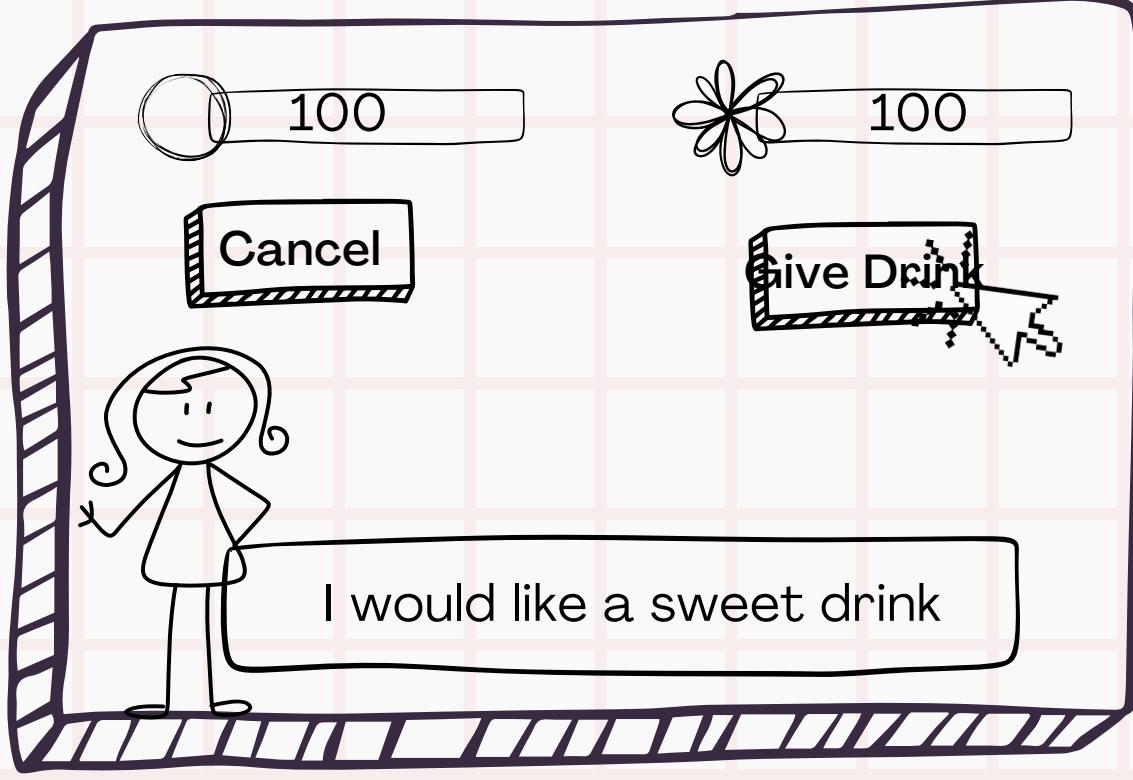




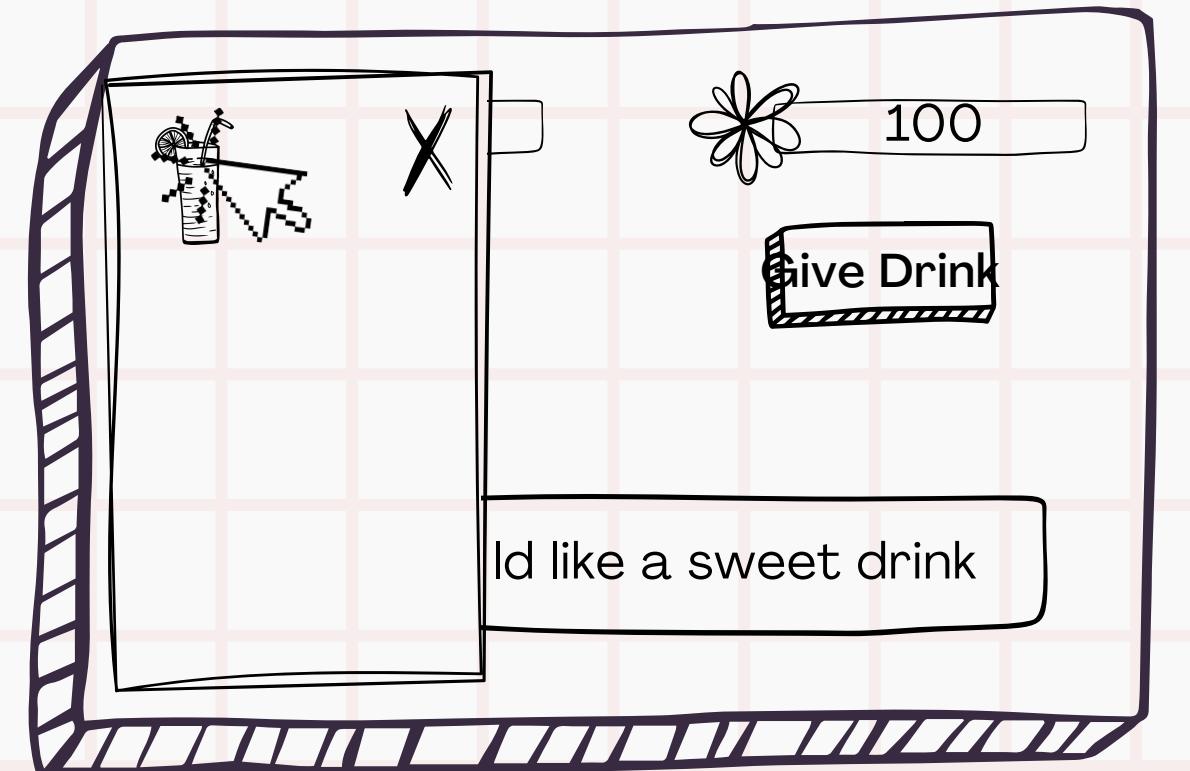
7
Create Drink



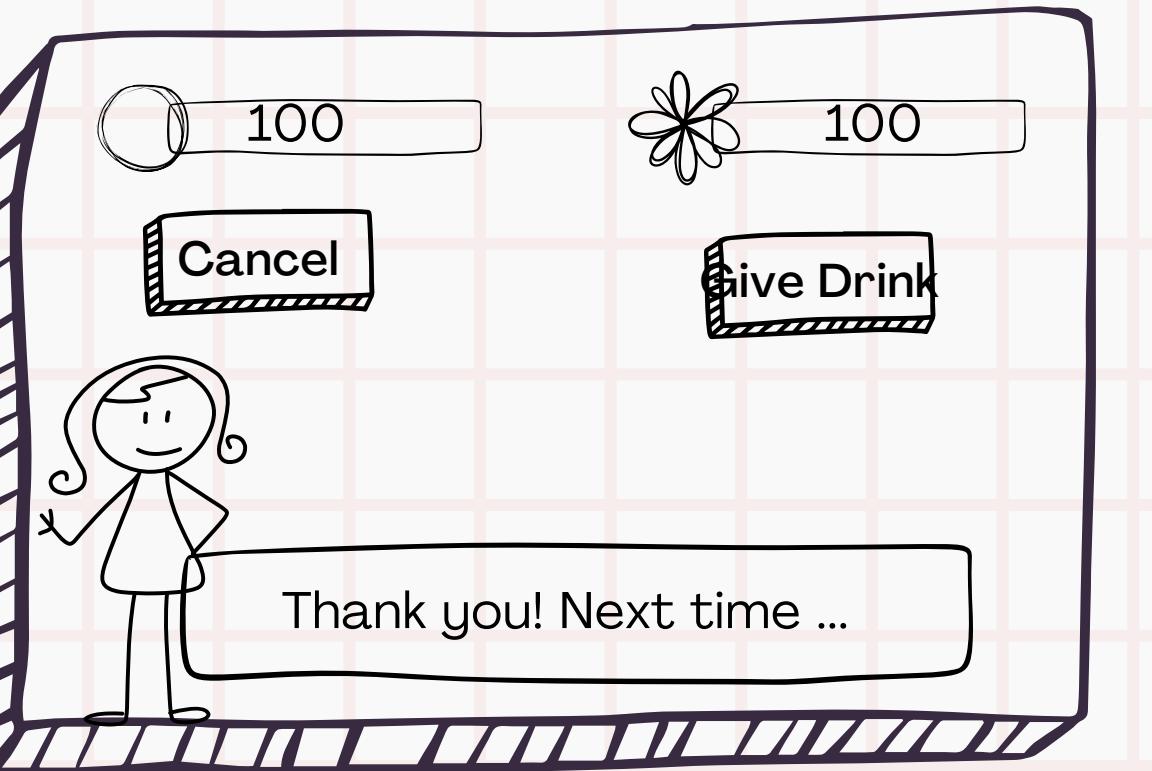
8
Return to Cafe Screen
Select Customer Order



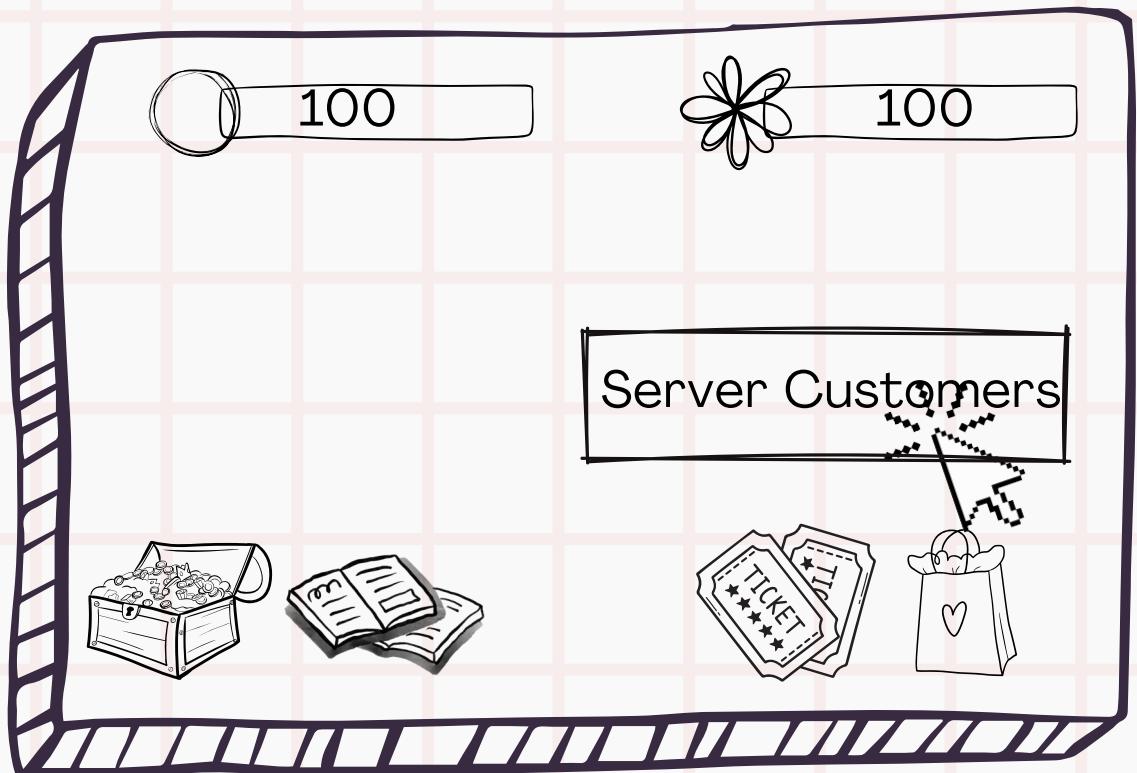
9
Customer tells their order
to the user



10 Select drink that matches
order characteristics

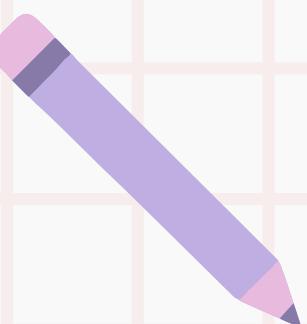


11 Receive money and dialogue
from customer



12 Return to lobby and Repeat

Interactive Narrative



The player, as the barista and owner of the cafe, has the free will to choose which ingredients to buy and which recipes they would like to discover.

The player can also choose which customers they are able to provide orders to.

The player can also choose when to begin a new day.

Dramatics

1

Evoking Emotion

Cosmic Cafe has gentle and pretty aesthetics that can evoke calming feelings from the player.

The player can also feel at peace as the owner of the cafe and feel joy from the space themed ingredients and recipes.

2

Evoking Motivation and Justification

Combining stellar ingredients to provide a satisfactory drink to the customers can make the player feel that they have good reason to continue buying ingredients and discovering recipes.

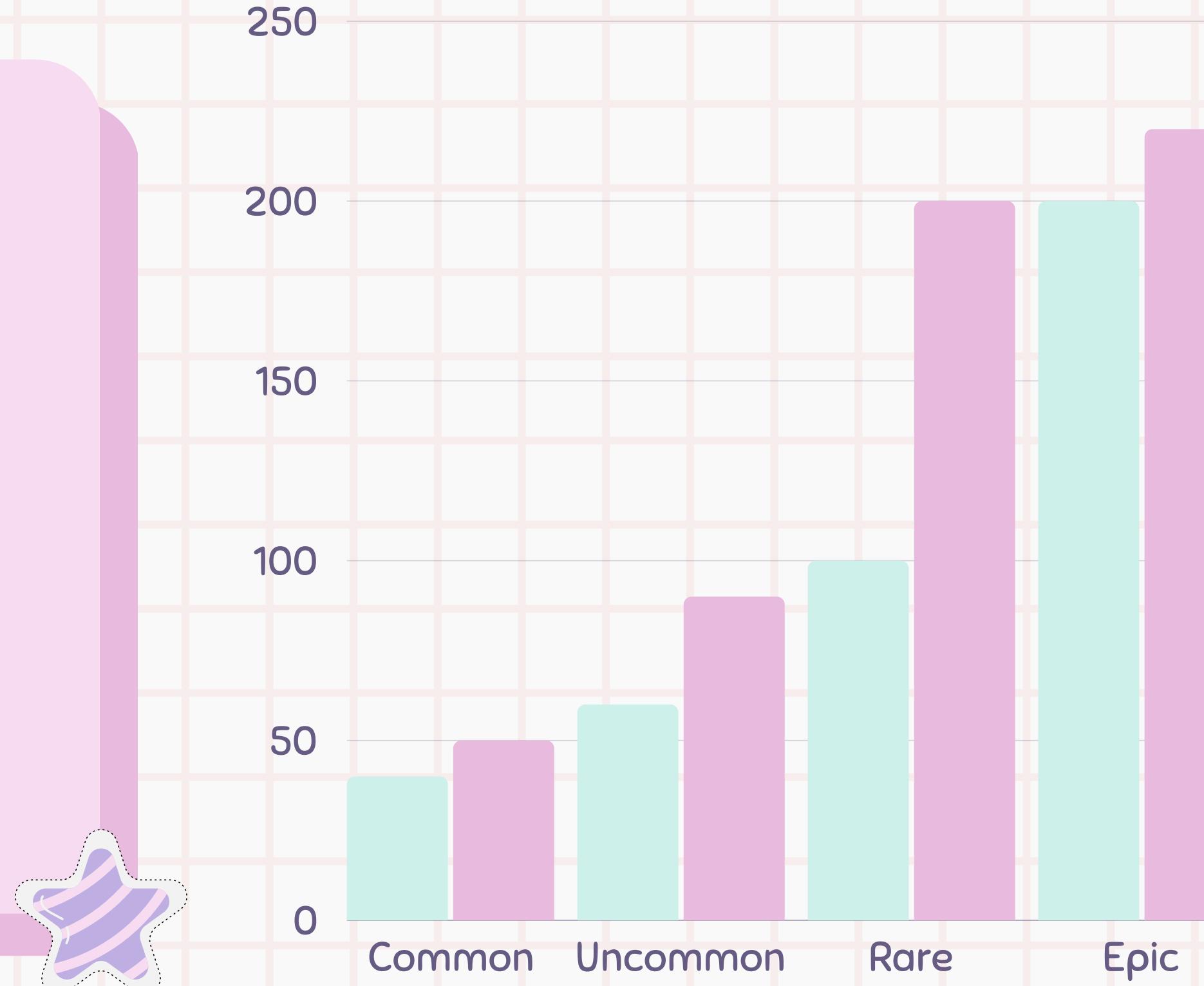
3

Progression

The player, as they progress and earn more money, can buy more rare ingredients, which will result in more satisfaction and more money. This will unlock more rare recipes as well.

Progression & Rewards

- Money
- Cafe Rating
- Recipes
- Ingredients
- More Customers



Progression & Rewards

When the player starts, they are limited by both lack of funds and resources. By completing orders they can earn money to unlock recipes and depending on the rarity of the recipe, they can serve rarer customers to earn more money and further their cafe's overall prosperity based on their business acumen. With increased funding they can buy more and rarer ingredients to unlock rarer recipes which will further their profit margin and their cafe's rating when they serve rare customers

Interactive Fiction

If the player chooses to progress into buying more and more rare items, then they can earn more money with less amount of time, since they are satisfying customers better.

"You have showed up to run the Cosmic Cafe. Choose which ingredients you would like to buy. Note: money is limited, and the recipes you choose to create will impact how happy your customers are. You are in control of the ingredient and recipe repertoire of the Cosmic Cafe."



Emergent Layer Narrative Cultural Layer Narrative

The emergent layer narrative is the discovery and exploration of the cafe's legacy through the player's uncovering of various recipes, ingredients, and their dialogue with customers.

Cosmic cafe is a very visually expressive game with a prominent lo-fi and galaxy aesthetic that will provide the player base opportunities to create fan creations of their own recipes or characters. The lore surrounding the business and the customers themselves are also elements that can enrich the community's curiosity to discover more about the world and form their own theories. Or players play competitively to see who can make the most profitable establishment.

Vision

We envision players creating their own strategies on how to optimize their business profits based on their investments in purchasing ingredients and unlocking recipes. Players might choose to mitigate their losses by playing things safe and only creating drinks with known recipes, albeit limiting their profits and character interactions and slowing their progression. Players might also choose to take more risks, using their expensive ingredients to try and discover unique recipes. We hope the presence of a recipe collection menu will incentivize most to aim for unlocking more recipes.

Fan Fiction

Fans can create narratives about the customers and world by trying to extrapolate more ideas about the world through stories or theories

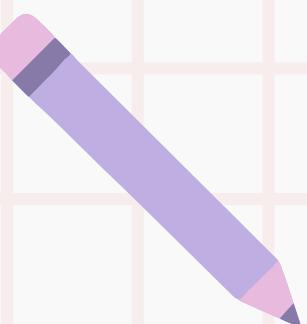


Narrative Game Mods

Players can closely identify with their cafe and how they choose to go about their day within the game's setting. Things such as their cafe being named after them play into the concepts of Narrative game mods.



Machinima & Cultural Narrative



Fans can use the renpy engine to create their own Machinima. Slide Show Stories are a low threshold machinima format that can be done easily within renpy



We envision our cultural narrative to encompass the positive sides of gaming as a positive coping mechanism and a great de-stressor.

Conclusion



- Cafe game
- Interactive media
- Positive rewards
- Calm and casual game
- Infinite replayability
- Vertical scalability

Question Time