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**Diagram

Description automatically generated**

**Renovation Phase**

During the renovation phase of each day, the player will be able to re-arrange the layout of the restaurant as well as purchase a limited amount of new items for the restaurant.

**Dining Phase**

During the dining phase, the player must serve food to every customer that enters the restaurant. Any form of waiting for food will make the customers patience decrease. The player will be awarded money and points based on their remaining patience when they are served their food. The player must create the desired food through various Processes and Combinations