

Final Project Proposal
Café Cat Caca

Our project will consist of roleplaying as a customer or employee entering a cafe that specializes in serving the delicacy, cat poop coffee (don't knock it till you try it!). We will have a menu with prices that will most likely use a 2d array to store the item name, their price, and their stock left.

If user chooses to be customer:

When the customer has finished ordering, the terminal will output a receipt with all the items and their subsequent prices along with the total amount due. When the user chooses to be a customer, they will be allocated a random budget to spend.

If they order something over their budget, the user has to choose to either remove an item, cancel the entire order, try to dine and dash, or complete a set of puzzles to gamble their chances. If they don't complete the puzzles correctly, they have to wear a cat costume and advertise our business on the streets. If they complete the puzzle, they don't have to pay for the order, and may receive an extra bonus depending on how fast they completed the puzzle (timed using `currentTimeMillis()`). If the customer tries to dine and dash, the employee will try to catch them, and the user will have to go through a pathway unknown to them, making direction decisions to go left/right/straight ahead in order to escape the cafe.

If user chooses to be employee:

Due to us wanting to promote the items that are most in stock, we will have the employees sort it out using a sorting algorithm and promote it to the customers. When an item is out of stock, we will restock it. If the customer tries to dine and dash, we will have to try to track them down and go down the same path but not know which turns they made. If we succeed in catching the thief, we suffer no consequences, but if we don't, our pay is docked.

Once we have solidified and showcased, we will try to stretch our project to include users having to complete puzzles to determine if they actually succeed in the game, including unscrambling words, converting binary to decimal..etc.