Heap-y Restaurant  
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* Second Year Computer Science Co-op student. Tools: Unity, Paint.Net, Bosca Ceoil

**Description**

The player acts as the owner of heap-y restaurant. The restaurant is quite strange - it has no space to serve any customers! However, there is a mystical bank inside the restaurant (yes, INSIDE) that the owner can borrow the one thing the restaurant is missing - Space. (For those who haven't guessed it yet, the bank is the heap) A good news is the interest is 0%! A bad news is there are maintaining costs. At the end of the day, all borrowed space must be returned. Players can click on any usable tile to let customer occupy the space. After the customer finishes the meal, they will leave automatically, and you can earn your deserved cash and improve the rating a tiny bit. Sounds incredible but be careful. If you click on an occupied tile, the customer gets annoyed, and your rating goes down. Returning spaces while someone is still using also angers the customer, and you will be fined doing such a dumb thing. Moreover, do not let customers in queue wait too long, or else they get impatient, and not only you won't get income, but you also lose some ratings.

**Source Code:** <https://github.com/dchmak/Heap-y-Restaurant/releases>

**Attributions:**

* <https://freesound.org/people/Reitanna/sounds/215365/>
* <https://freesound.org/people/kiddpark/sounds/201159/>