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Game Proposal

Game Title:

Espresso Express

Game Genre(s):

Cozy, Casual, Time Management, Simulation

Game Description:

Espresso Express will be a cozy-style cooking simulator where players can indulge in managing their own cafe, serving customers and decorating the place to their desires. The game will begin with the opening of the new cafe starting with only a couple starter recipes and a few ingredients to get accustomed to the game mechanics. Each working day will be a day/night cycle with about 6-8 minutes to serve customers, earn funds and gain experience. As more days are played, recipes and ingredients are unlocked. By earning experience, players can advance to higher levels, buy more ingredients, and upgrade their cafe by purchasing decorations in the shop.

The shop can be set up prior to opening, restocking ingredients prior to the day. As the player's recipe book grows, they can choose the drinks available for the day. As the workday begins, a bell will signal customers have entered and they will be able to approach the counter, and when they are ready to order a status indicator will appear above their heads. After taking their order, the player can navigate to a separate screen that shows their workstation where they make the customers' order. They will be able to interact with the items in their kitchen by clicking and dragging items to combine them and clicking buttons on the machines to operate them. At the end of the day, the shop closes and the players have time to upgrade their tools with money earned. Then, they can officially end the day. The game progresses until the player have unlocked everything.

Main Inspirations/Similar Games:

Papa's games series, Good Pizza Great Pizza, Cooking Mama

Story/Gameplay/Mechanics:

Your parents owned a small cafe for the past forty years, catering to many people in the community by providing hot coffees every morning. Now, with your parents retiring to travel the world, they entrusted their cafe to you. It's now your job to continue what your parents built from the ground up. Grow the business, decorate the cafe, and add new recipes. The cafe keys are now in your hands.

This game features customers who have a specific order, and it's the player's responsibility to combine them into the correct order using a drag and click mechanic to combine ingredients. Each completed order results in experience and monetary gain, which is used to progress further.

Level Design/Progression:

The game's levels are defined by a day/night cycle, split into the responsibility of serving customers during the day, then upgrading the cafe at night. After each day, more customers show up and with more complicated orders. The experience gained from completing orders unlocks new recipes and ingredients, which can be purchased with money. Money also lets the player upgrade ingredients and purchase cosmetic items for the cafe. The player wins when they unlock everything.

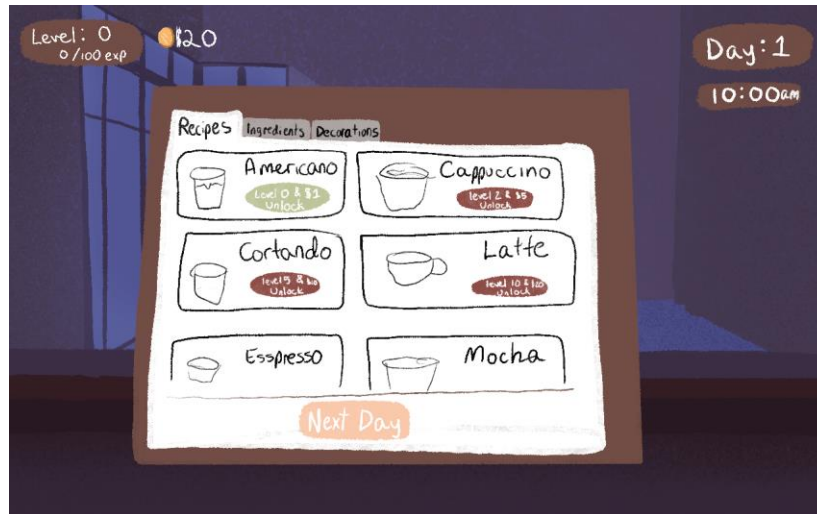
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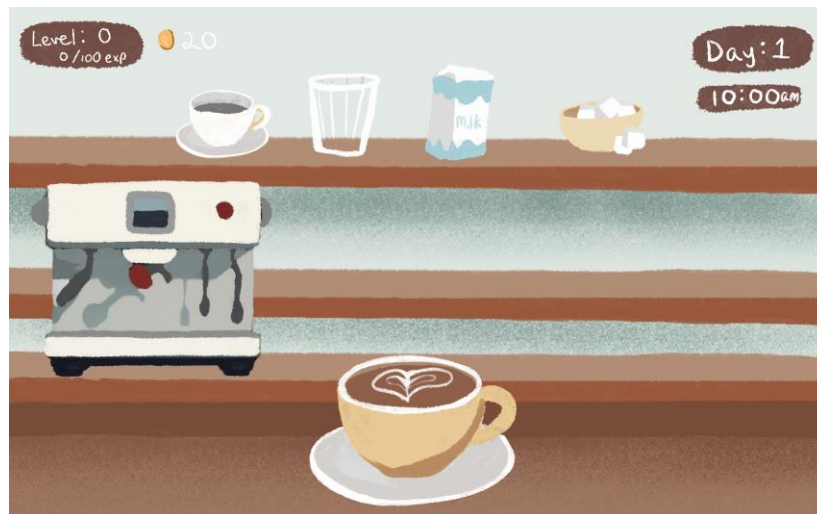
Title screen



Ordering Screen



Night Phase



Cooking Screen