

Restaurant Game Features List

Priority	Feature	Timeline	Description	Present in DNL?	Steps of Service
1	Player Movement	Short	Script to handle player controlled movement via keyboard	Yes	Greeting
2	Player Camera	Short	Script to handle player controlled camera via mouse panning	Yes	Ordering
3	Restaurant Level Layout	Medium	Design of overall restaurant; dining room, kitchen location, bathrooms, entrance/exit, bar	Yes	Eating
4	Restaurant Table Layout	Medium	Physical layout of tables, including table numbers	Yes	Cleaning
5	Menu Item Scriptable Object	Short	Scriptable Object that stores Menu Item information, such as name, price, category, cook time, etc.	Yes	Paying
6	Player Interact Function	Short	Script to handle player interaction button (F key)	Yes	Leaving
7	NPC Spawner	Medium	Script to handle NPC spawning, how often a party spawns, how many NPCs per party	Yes	Constant Running
8	NPC Seating Controller (Host)	Medium	Script that 'seats' NPC parties at open tables,	Yes	
9	Reservations List	Medium	Script that contains set amount of parties at specific times for instantiation	No	
10	Walk-in Controller	Medium	Script that randomly creates walk-in parties, how long they are willing to wait	No	
11	Waiting List Controller	Medium	Script that handles the waiting list if tables are full and a party cannot be seated, especially walk-ins	Kind of	
12	NPC Order Controller	Short	Script to generate and remember an NPCs order via dictionary	Kind of	
13	NPC Party Controller	Short	Script to remember party information, pool all NPC orders, pool all mistakes, generate random tip %, remember table number	Kind of	
14	NPC Movement & Pathing	Long	Script to handle how NPCs enter restaurant, move to host table, move to waiting area, and move to table; leave table and restaurant after meal	Yes	
15	NPC Feelings Tracker	Long	Script that tracks how an NPC is feeling about their experience: hitting SOS in certain grace-period increases feelings, mistakes and long waits lower feelings; at a certain low point a party will get up and leave	No	
16	Player Greeting Interaction	Long	Script that controls what happens when a player interacts with a table during the Greeting phase of service; begins timer until party is ready to order after exiting greeting	No	
17	Player Take Order Interaction	Medium	Script that controls what happens when player interacts with a table during the Take Order phase; begin timer until table expects food to be delivered upon exiting	Kind of	
18	Table Interaction Camera	Medium	Script that handles camera movement when player is cycling through NPC customers while taking orders or talking to table	Kind of	
19	NPC Ordering Function	Long	Script for NPCs to tell server their order during order taking interaction	Yes	
20	NPC Party Current Service Step	Short	Script that changes the current step of service for a party, altering variable that allows different actions to be taken at a table (i.e. greeting -> ordering -> eating -> paying)	Kind of	
21	NPC Party Timers	Short	Script to handle the various timers related to NPC happiness/anger: one for sitting to greeting; one for greeting to ordering; one for ordering to eating; one for finished eating to plates cleared; one for plates cleared to check dropped; one for check dropped to payment added; one for payment added to payment run and returned	No	
22	Player/NPC Greeting UI	Medium	UI for pregenerated greeting dialogue, maybe one or two possibilities, that pop up during greeting interaction	No	
23	Player Notetaking	Long	Script that allows player to take custom notes, save those notes to a specific table number, archives old notes	Yes	
24	Player Notepad UI	Long	UI that shows player notes while at a table, as well as at the POS if needed	Yes	
25	Player POS Interaction	Medium	Script that switches player controls when entering/exiting POS (i.e. change from mouselook to mouseclick, anchor camera)	Yes	
26	POS Table Map	Medium	Script to connect table buttons on POS Table Map to orders sent through POS	Yes	
27	POS Menu Items	Medium	Script to connect menu item buttons on POS to MenuItemSOs	Yes	
28	POS Orders	Medium	Script holding order information sent by player through POS	Yes	
29	POS Controller	Long	Script connecting various elements of POS UI together	Yes	
30	Regular Kitchen Ticket	Long	Script that handles tickets sent to kitchen through POS, substantiates food after certain elapsed time	No	
31	Kitchen Queue Controller	Medium	Script that coordinates Regular Kitchen Tickets and OnTheFly tickets	No	
32	Kitchen Plate Object	Medium	Object containing information about the food item it represents, and the table it is for	No	
33	Player PickUpFood	Short	Script that allows player to pick up plate object in kitchen for a specific tables	Kind of	
34	Player ChangeModel	Medium	Script that alters character model to reflect an action, such as pick up food from kitchen, collect dirty plates, or print out/pick up a check; resets to default when dropping items off	Kind of	
35	Player Drop Food At Table Interaction	Medium	Script that places food picked up in kitchen at the appropriate table	Kind of	
36	NPC Customer Eating Timer	Short	Script that generates random time for customer to finish eating after receiving food	Kind of	
37	Customer Eating UI/Visualization	Long	UI or effect to show that customer is in the process of eating, and the speed at which they are doing so, so player may time out how long until they need to return for dirty dishes	Yes	
38	Player Mistake / Incorrect Order Handler	Very Long	Script that is created when the player makes a mistake during ordering, and drops off an incorrect food item at a table; will give player option to place OnTheFly order the next time they enter the kitchen	No	
39	Player OnTheFly	Very Long	Script that enables player to verbally order something from the kitchen "OnTheFly" as expedited single ticket item via interaction key; should automatically populate item via PlayerMistake script; requires no additional input from player, just single button press	No	
40	OnTheFly Ticket	Medium	Script that handles OnTheFly orders placed "verbally" inside kitchen; immediately creates single/multi-item ticket at the front of the kitchen queue; food items created this way are visually distinct from regular kitchen items	No	
41	Player Pick Up Dirty Dishes Interaction	Medium	Script that allows player to pick up dirty dishes at a table that is finished eating	Kind of	
42	Bus Tub Controller	Long	Script that tracks how full a bus tub is, visually reflecting progress in some way; prevents dishes from being placed if full	No	
43	Player Bus Tub Interaction Controller	Medium	Script that allows player to place dirty dishes into a bus tub freeing arms, or pick up the full bus tub to take to the dish pit	No	
44	Player Dish Pit Interaction Controller	Short	Script that allows players to place carried dishes (dirty or clean?) or bus tubs into dish pit, removing them from character model and freeing arms	Kind of	
45	POS Check & Payments	Long	Script creates 'physical' checks/check presenters for tables, and enables payment collection	Kind of	
46	Player Drop Check At Table Interaction (initial and final)	Medium	Script that allows player to place a printed check for a specific table; applies to carried checks before and after payment	Kind of	

47	Player Pick Up Check At Table Interaction	Medium	Script that allows player to pick up checks from a table before and after tip	Kind of	
48	Player Pay Check At POS Interaction (print check, pay check, add tip/close)	Short	Script that controls player running payment for a specific check at the POS	Kind of	
49	Player Reset Table Interaction	Short	Script that resets a table when interacted with by player	No	
50	Player HUD	Medium	HUD that shows player various pertinent info	Yes	
51	Game/World Timer	Short	Script that tracks and increments running clock or world time	Yes	
52	UI Controller	Long	Script to transfer information from other scripts to UI elements, i.e. timers, total sales, tips earned, etc.	Yes	
53	UI Message Pop Ups (table sat, hands, etc.)	Medium	UI Pop ups for when a table sits in player's section, if HANDS are needed in kitchen, LAST CALL for food/drink	Kind of	
54	SFX	Medium	Script that controls music and SFX as restaurant gets busier/empties out	Yes	
55	Lighting	Long	Adjust lighting to create ambiance and mood	Yes	
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57	NPC Busser/Runner	Very Long	Script to control an NPC that busses tables and runs food automatically, reducing player burden	No	
	Full NPC Order Holder		Obsolete, see "NPC Order Controller"		
	Incorrect Order Handler		Obsolete, added to Player Mistake script		