1. Visual/Aural feedback when customers are getting impatient
2. They also have a progressive level system (2 tables in level 1, 4 tables in level 2, etc.)
3. They also have a tutorial mode as the intro
4. Skip the two items at a time thing, just extra logic. Emphasis should be put on learning more words and phrases, not expert speed.
5. Upgrade system involves being able to source more ingredients and learn new recipes, which leads to happier customers.
6. Chef Idle animation
7. Customer Idle animation (customers only need to be different colors)
8. Background elements like cook
9. Give chef and customers some kind of whimsical aspect like the chefs needing to feed the spaghetti monster in overcooked
10. Background elements like random passers by