Product Goal

Product: Animal Café Game

Genre: 2D App Game, Café Simulation

Scope: Hopefully could get it done in one year or less

Ideals:

* You are a human who owns an animal café.
* Start at the very bottom, work your way up.
* You could become friends online.
* You can hire your friends to work for your restaurant.
* You must reach certain levels to unlock more hiring, recipes, expansions, etc.
* Attract more customers the higher ratings and higher levels you get.
* All employees need rest time.
* When dishes are currently on the stove the waiter is able to serve them.
* You can help serve food to customers to make the orders go faster.

Planning:

* Jobs:
  + Chef
  + Waiter
  + Janitor
* Recipes:
  + Main Courses:
    - Spaghetti
    - Baked Potato
  + Drinks:
    - Soda
    - Coffee(s)
    - Hot Chocolate
  + Desserts:
    - Pie
    - Cake
    - Ice Cream
    - Pastries
* Customers (All Animals):
  + Pig
  + Dog
  + Cat
  + Squirrel
  + Hamster
  + Elephant
  + Monkey
  + Lion
  + Panda
  + Polar Bear
  + Black Bear
  + Turtle
  + Fox
  + Raccoon
  + Cow
  + Hedgehog

While chef is cooking, customers will have food. I.e. One dish that’s being made for the next 8 hours, anyone who requests that dish can get it. You can leave the game and the restaurant will rack up cash while you’re gone. You will have a customizable player/restaurant. The better/more expensive décor you buy, the better your tips will be and the better your restaurant’s rating. When you connect with your friends, you can help each other progress in the game.