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.