**Progress Report: Restaurant Management Game**

**Progress:**

1. After a long-awaited time, finally finished graphics. People are no longer teleporting blocks, but are cats that have smooth walking motion. Also implemented major UI changes.
2. Added basic starting screen and tutorial screen.
3. Different types of foods implemented. Each chef has a random recipe.
4. Background music added.
5. Efficient pathing for chef to closest counter when placing food.
6. General bug fixes: counter food not stacking when placing the same type of on top of each other, game crashes when waiter can’t find food to take, supercat\* can’t cook, holding down arrow keys did not make supercat\* move smoothly, as well as many others that I can’t remember

\*Supercat is user-controlled employee

**Design Modifications:**

Originally, the plan was to have employees with various skill levels, such as movement speed, pathing, cooking speed, etc. This featured wasn’t implemented as it took too much time and did not add much complexity to the game. Unless employees trained these skills as they worked, they would simply have static stats that were initialized when the employees were created. Training skills is a dimension that was unachievable within the given timeframe (unless I gave up sleep altogether).

Additionally, a cat theme was given to the game. The UI and graphics was also created using a retro, 32-bit pixel theme. All graphical elements were either taken for free off the internet (citations in readme.txt) or created on photoshop.

The saving mechanic was also removed, because although it is an important feature for the game, the game speed is much faster than initially planned. It takes less than 10-20 minutes of gameplay to pretty much beat, so a saving mechanic is not very useful.