Competitive Analysis

**Restaurant Story**

Restaurant Story has many well developed and interesting features. The characters had very efficient pathing from point to point, always taking the shortest path. The game is also very visually appealing, with cartoonish 3D graphics. In this game, players can only serve foods they’ve cooked beforehand. The game also remembers saves previous data and still progresses even when offline.

**Chef World**

Chef World shares many characteristics with Restaurant Story, but with some distinctions. Characters also have efficient pathing and is visually appealing. It has many more decorations that allows characters to customize their restaurant as much as possible. It also takes the customers into account; if customers are happier, they pay more money.

**Comparison Table**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Graphics** | **Enjoyability** | **Growth** | **Complexity** | **Creativity** |
| Restaurant Story | 8 | 6 | 7 | 5 | 5 |
| Chef World | 8 | 7 | 6 | 8 | 6 |

After reviewing competition, I decided to implement the idea of bad pathing for inexperienced employees. This was an interesting dynamic that I accidentally created while trying to create good pathing. I believe having employees make mistakes adds a unique touch to a genre that is rather similar. I also did not like that only dishes prepared beforehand can be served to customers. Having the chef determine what food to cook based on the customers preferences not only adds complexity to the gameplay, it also follows the idea of imperfect employees e.g. chef cooks wrong food.