HW Cafeteria Simulator

Concept Overview
HW Cafeteria Simulator is a co-op management game where players take on the roles of the classic HW cafeteria staff. The game transforms a familiar environment into a chaotic, humorous experience that emphasizes teamwork, time pressure, and decision-making. Each level represents one school day and escalates in difficulty through rush periods and increasingly disruptive student behavior.

Purpose & Audience
The game is intended mainly for HW students or casual multiplayer gamers who enjoy fast-paced, co-op gameplay. Its purpose is to create an engaging and relatable experience by using humor drawn from real, albeit exaggerated, HW cafeteria scenarios.

Core Gameplay
Each day is divided into three phases: morning rush(community time), lunch rush, and afternoon rush(break/directed study). Players prepare food and stock shelves during short prep phases, followed by longer rushes where students flood the cafeteria. Players must cook, manage lines, handle payment, resolve conflicts, and respond to emergencies. In order to pass a level, players must both meet a profit quota and keep the chaos levels down.

User Interface
The primary camera view is an overhead perspective, but when interacting with specific objects such as shelves, registers, or spills, the camera temporarily shifts into a focused POV mode. This maintains readability while making the interactions feel immersive. During the cooking phase, the players are in the kitchen, and during the stocking/rush phases, players are in the main cafeteria space.

Visual Style
The aesthetic is inspired by indie co-op games, specifically the game Overcooked, using warm colors and exaggerated character animations. The cafeteria layout is stylized but recognizable, drawing from the HW cafeteria's color scheme and structure.

Communication of the Idea
The concept is communicated through clear role design, readable UI elements, exaggerated animations, and structured chaos. Student behaviors visually signal problems before they escalate, and UI alerts guide player attention. The combination of familiar setting, visual clarity, and humorous exaggeration ensures the game's mechanics are easy to understand without explicit instruction.