

HW Cafeteria Simulator

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- Overcooked-style co-op game
- Players run the HW cafeteria playing classic staff

Characters



3

Student Types



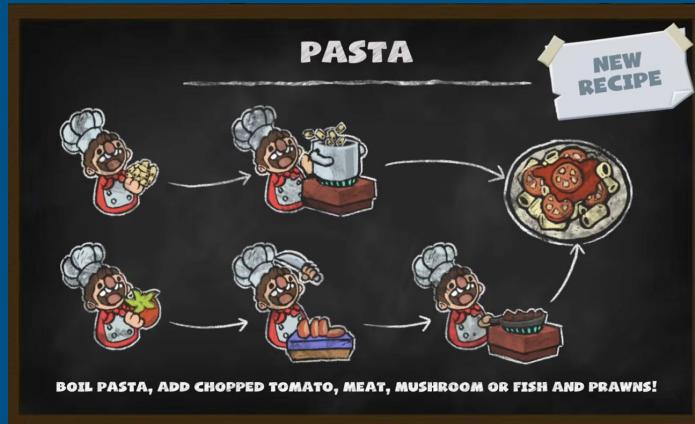
Level structure

- Each level represents 1 day in the cafeteria
- Divided into 3 sequential stages: Morning (community time), Lunch, and Afternoon (break/DS) rushes
- Passing each stage: meet profit quota & keep chaos down
- Gain a star by completing each stage → 3 stars to progress
- Levels increase in difficulty as you go: chicken & rice → pasta → tostadas → etc.



Cooking

- Cook required dishes
- Overhead view of kitchen
- Limited time, depends on whether it's morning, lunch, or afternoon
- Consequences of poor prep:
 - students leave caf if you're out of the food they want
→ you don't make as much money



Snack Stocking

- Switches between overhead and direct shelf POV
 - walk up to shelf and click on it and it switches to ur pov of the shelf
- Consequences of poor prep: same as cooking



Main Rush Jobs

Serve food



Work the Register



Minigames



Escape Chatty Teachers

- Holds up the line and wastes time
- Try to politely end the conversation



Break up Fights

- Causes chaos and disrupts work
- Calmly break them up by choosing the right responses



Clean up Spills

- Drag the mop through the spill to clear it
- Slows flow of students and makes them slip

Rush-specific Minigames



Put Out Toaster Fires

- Morning rush only
- Makes the caf smoky, obstructing visibility
- Click spacebar to keep white line within the green area



Open Second Line

- Lunch rush only
- Click the arrows in the right order to get students' attention
- Slows flow if you fail to attract enough students