

## Main Menu:

- Titre
- Image / Logo / Wallpaper
- Button play
- Button instructions
- ? Save game / Load
- ? Options

→ Images qui montre / explique jeu

↳ Button Play → Button next everywhere

- History
- Instructions (skip) → Same as main menu
- Start (First resto)

## Game Play

- Tables
  - Serveur (Player)
  - Food / Plate
  - Clients
  - Chef
  - Trash
  - Money
  - Money balance (income / outflow)
  - Time (clock)
  - Button Pause
- In the end : "closed" sign

### • Tables:

- Choose a client and the table
- Choose food and table to put the food on
- Keeps the money until money is taken / plate

### • Serveur:

- Move with mouse
  - Move to the client to learn the food chosen
  - Take the food by the counter (up to two)
  - Give the food to client
  - Clean the table and get the money
  - Has a moving speed (upgradable)
  - Interaction is instant
  - Move to the trash / Get out the food
- Algo for moving

## • Food / Plate:

- Different food choices
- Take some time to prepare (by the chef) (upgradable)
- After being chosen by the client, preparation starts
- When finished, plate is empty + money
- Can throw it to the trash

## • Clients:

- Line
  - Limit of clients in waiting line (3 line)
  - Takes time to come
  - Waiting line patience
  - Need to be seated by the player
  - Once table is taken by a client, no else can be seated till they leave
- Resto
  - Looking at the menu, takes time
  - Asking for the serveur, asking for food patience (upgradable)
  - Waiting for the food, waiting for the food patience (upgradable)
  - Eating (takes time)
  - Leave and leave money
  - ! Different sounds and visuals showing their patience levels

## • Chef:

- Has a counter space (limited place)
  - ↳ If full, will stop
- After player takes the order, starts cooking instantly

## • Trash:

- Delete all holding plates

## • Money:

- Will be given by a client who finished eating
- Related to decor and patience levels
- Changes visuals related the amount
- Can be taken
- Added to balance instantly
- Game won't end if not taken

## • Money balance:

- Shows outflow and income amount
- Money taken by the player is added instantly

- **Time (clock) :**
  - Show the time of the day (level)
  - When time ends;
    - "closed" sign added
    - no more new clients
  - Day ends when no more clients and all the money is taken
- **Button, Pause:**
  - UI for the pause menu:
    - Resume game button → exist from UI, continue normal game
    - End day → next day if amount needed reached, or restart
    - Option button

## End Day

- UI for end day:
    - Message for successful or unsuccessful day
    - Money statistics:
      - needed : changes every level
      - earned
      - profit
      - bank
      - money scored
    - Start next day / restart day button
    - Upgrades button
    - Main menu button
- } hover info

## Upgrades

- UI: (all buttons hoverable)
  - Items, their prices, their descriptions
  - Money in the bank
  - Back button
- Upgrades will improve:
  - Movement speed
  - Customer patience
  - More tips gained
- Hover feedback
- Locked next generation items
- feedback if not enough money or enough money
- **If unlocked:**
  - Price shown
  - hoverable

- If locked:
  - Price not shown "?"
  - Color is different
  - not hoverable

- If owned:
  - Price not shown (owned)
  - Color is different
  - not hoverable

### Start Next Day

- Next day message:
  - Day number
  - Money needed to complete the level
  - Header level

### End Game

Do smtn bro lol