

Fairy Café

User Manual

1. Game Setup

This project is built in Unity version **2019.3.15f1**.

Below are all the support libraries and packages used in this project:

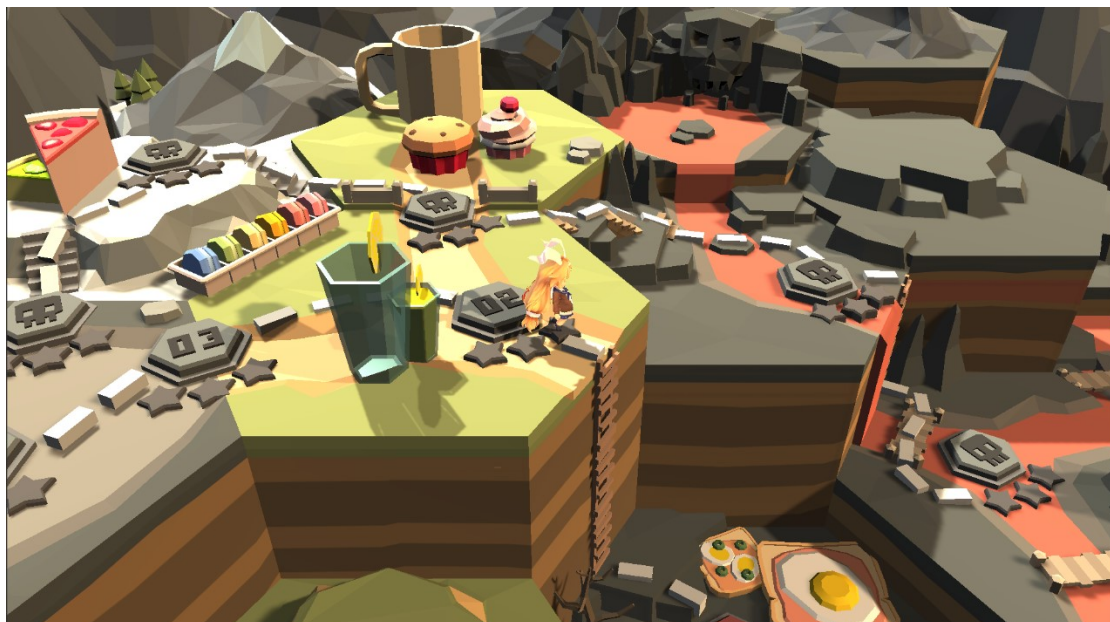
► Advertisement	3.4.5	⬇
► Animation Rigging	preview - 0.2.6	☑
► Cinemachine	2.5.0	☑
► High Definition RP	7.3.1	☑
► JetBrains Rider Editor	1.2.1	⬇
Test Framework	1.1.14	☑
► TextMeshPro	preview.1 - 3.0.0	☑
► Timeline	preview.6 - 1.3.0	⬇
► Unity Collaborate	1.2.16	☑
Unity UI	1.0.0	☑
► Universal RP	7.3.1	☑
► Visual Studio Code Editor	1.2.0	⬇
► Visual Studio Editor	2.0.0	☑

2. How to Play

Below is the main menu of Fairy Café.



Click *New Game* button to enter Level Selection page:



In Level Selection page, you need to control the character to choose level. Use *WASD* to move the character, while near the ladder, she will automatically climb it. The Level 01 is available in this demo:



Stand on the level button, it will change color. Press *Enter* to enter level.

After enter the chosen level, you will see game level screen as below:



The screen is divided into two parts, left part is for player1, and right part is for player2. The two parts are in a same scene, but the camera views are different. Both players operate on the same keyboard:

- Player1: Use *WASD* to move; use *Space* to confirm.
- Player2: Use *direction keys* to move; use *Enter* to confirm.

This is player1's character:



Close to an animal, use *Space* to start a conversation:



Press *Space* to continue the conversation until end. Information about the recipe will be implied in the conversation. Player will find out the mood and characteristic of the animal and according to that, choose a recipe to cook:



Go to the **yellow** rotating object, the **recipe introduction menu** will show up:



In the recipe introduction menu, player1 can view the introduction of each recipe to help choosing for customers. Use key *z* and *c* to move the cursor, press *Space* to view introduction of the recipe, and press *Space* again to close.

Go to the **blue** rotating object, the **recipe order menu** will show up.



Same as recipe introduction menu, use key *z* and *c* to move the cursor, and *Space* to select one recipe order. After select one recipe order, player1 will have a recipe order entity in front of the character.



Move to let the recipe order in the blank position, then press *Space* to put down (the check box will turn red if the order is in position). Press *Space* again can pick the order up.

Player can also move to let the recipe order in the garbage bin, and press *Space* to abandon the order:



After an order is finished by player2, press *Space* pick the dish up (while in front of the character). Move to the customer's table, press *Space* to serve the dish (the check box will turn red if the dish is in position).



After the dish is served, it will disappear. Player will receive a corresponding satisfaction level. The more the introduction of the recipe on the menu is in line with the animal's demand, the higher the satisfaction. The higher the quality of food, the higher the satisfaction. To determine how the type of recipe is in lined with the animal's conversation, each conversation and recipe introduction are labeled with three keywords. So the satisfaction is calculated as follows:

$$\text{Satisfaction} = \text{number of matched keywords} \times \text{quality of food (score)}$$

The player2 should cook the food according to recipe orders given by player1. Move to in front of the recipe order (the check box will turn red if character is in position), and press *Enter* to pick it up:



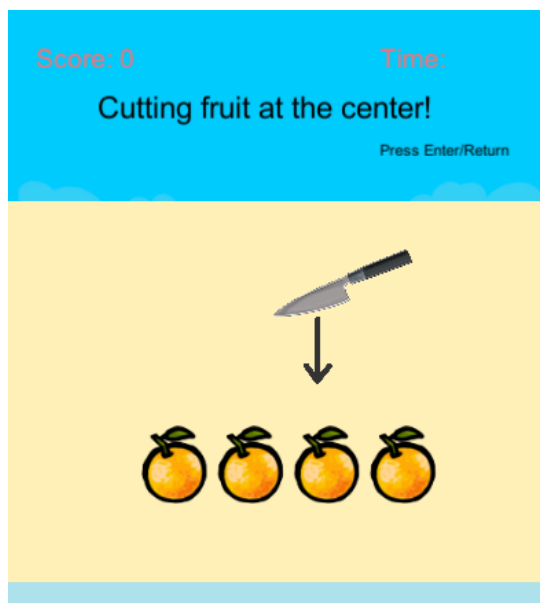
Player2 can also move the order to the garbage bin, and press *Enter* to abandon the order:



Move the order to the red rotating object, it will turn to yellow. Now, press Enter to start cooking (mini-games).



In this demo, two types of mini-games are available: they are Cutting Fruit and Catch Hamburger.



In Cutting Fruit, press *Enter* to cut, the more the cut point is close to the center of the fruit, the higher score you will get. In Catch Hamburger, use *direction keys* (left and

right) to move the plate, and catch the dropping food. The more the food caught are close to the center of the plate, the higher score you will get. The overall score represents the quality of the food.

After finish cooking (mini-games), the dish will appear. Put it here and player1 can get it.

