

# DRINK CREATION GAME

## Simple Design Document

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### Core Gameplay Loop

**Collect → Mix → Serve → Expand → Unlock**

Players gather ingredients, create drink recipes, serve customers, expand their business, and unlock new content through progression.

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### Main Systems

#### Collection Mechanics

- Gather various ingredients from different sources
- Upgrade collection tools and methods
- Manage ingredient storage and inventory

#### Mixing & Creation

- Combine ingredients to create unique drinks
- Experiment with flavor combinations
- Unlock new recipes through gameplay

#### Customer Service

- Serve drinks to AI customers
- Fulfill customer orders and preferences
- Earn currency and reputation points

#### Business Expansion

- Upgrade equipment and facilities
  - Unlock new locations and markets
  - Increase production capacity
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### Offline Progression

#### Recipe Research

- Automated system discovers new drink formulas
- Research continues while player is offline
- Different recipes require varying time investments

### **Ingredient Growth**

- Automated farms produce ingredients over time
- Growth continues during offline periods
- Harvest ingredients when returning to game

### **Auto-Production**

- Machinery automatically creates drinks from stored ingredients
  - Continues operating while player is away
  - Generates passive income and progress
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### **Monetization Elements**

- Time skip options for offline systems
  - Premium upgrade packages
  - Cosmetic equipment skins
  - Exclusive ingredient access
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### **Target Audience**

Casual mobile gamers who enjoy progression-based gameplay and collection mechanics.

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*Confidential Development Document v1.0*