

The final project that I will be making is a “Barista Simulator: Good Bean Water”. In this simulator it will be a click & drag game, that will require the new barista (you), to fill out coffee orders throughout a shift. The “Good Bean Water” only serves coffee, with the options to take it to go or dine in, four different sizes, and a variety of customizations like sugar, milk, ext. In addition to the various coffee orders that the barista will have to attend to, they will also have to keep in mind that the customers expect a certain amount of speed for their order to be made. For the user to win, they will have to complete a random number of orders between x and y, and not have more than z angry customers, otherwise they will be fired (lose).

Upon completion of the shift’s orders, the barista will end the day, and the following day will be harder (a new level), and the variables that will change will be the time per order, the number of orders, and the complexity of the orders.

There will also be a point system, where each variable will be assigned a point value, and the points will be shown as money in dollars, and the user can keep track of how well they are doing at the end of the game based on how much money they’ve collected over their time spent. Tips will also be an option for customers, which will have a random number, if the user completes the order in less than 50% of the time.

With each variable will have a different percentage chance of happening, like the temperature will be 50/50, while the sizes will have more variation because most people tend to pick M or L, which will have 25% chance of happening, while S or XL, will have 12.5% each of happening because those sizes are picked less frequently.

The variations of coffee will have a random chance of whether the customer wants it or not, in addition to if it is true and the customer wants it, there will be a random number of how many they want of each thing, like two sugars or three.

The art style will be very simple, and the main setting will look and feel like a “diner dash”, in a retro bit-art style, but mainly set behind the counter, in addition I will add some ambient café music and noise like a real café, with some sound effects for every time the barista finishes an order or places a cup down on the counter or receives a new order.

The variables in detail:

Type of Cup: Dine in Mug or To Go Cup (hot and cold variants)

Size: (S, M, L, XL)

Temperature: Hot or Cold

Variations: Sugar, Sweetener, Milk, Almond Milk, Oat Milk, Soy Milk, Cream

Extras: Chocolate, Vanilla, Pumpkin Spice, Whip Cream

The challenges will mainly be having the orders feel real without having it be too overwhelming and still possible to complete having to manage over 10 different coffee variables, that will have a random number of each per order, and making sure that the order is checked, and if the user has completed the order or not. The main challenge I can foreshadow now is having a new order created, and then having

variables be different per order, and make sure that the user can drag and drop the variables into the order which will then have to be checked. I might have to only create one coffee at a time unless I figure out how to handle multiple orders and adding variables to each separate cup and keeping track of those cups.

Like many other university students, I wanted to create a simulator that others could relate to, and a small dedication to my newfound caffeine addiction, which isn't that newfound. This simulation will also let me live out my dreams of being a barista without having to be a barista. This game feels like it will be more difficult to construct than being an actual barista with all the variables and objects that need to keep track of each other.

