Story Moments consist of a single-panel keyframe (image gen), and a 280-characters-max tagline that calls back to the quest description.
- No mechanical value. Emotional value for deepening attachment to pets in the player's collection. F2P players can always progress story in this way.

Cafe Expansion expresses itself as more simultaneous quests being made available to the player.

This is visually expressed via map expansion.

Future monetization strategy expansion: enabling player self-expression via cafe decoration.

NPC XP unlocks pre-scripted chats in DMs.

Future dating sim hook for visual novel-like story with love interests.

+ Story Moments

+ NPC XP

+ Gacha Tickets

+ Player XP

+ Coins

- Coins

Complete Cafe Tasks

Player Levels Up!

Expand Cafe

Cafe Tasks (Quests) is the main juice of the game that tests the player's pet collection.

The AI will generate the start of the story moment by crafting a 280-characters-max description of the task that narratively ties in to what pets are needed for the task.

The prototype only shows 1 dimension (Special Trait), but this system can be expanded to consider additional variables:
- Pet Level
- Trait Level
- # of Pets
- Rarity

Quest complexity can increase according to player level so this becomes more strategic for the player over time.

Obtain more Pets

Pets come with a Special Trait.

Cafe Tasks (Quests) come with a Trait requirement.
- Only pets that match that Trait can fulfill the Cafe Task.

Additional economy sink potential: pet level ups.

- Gacha Tickets

+ Gems (IAP)

- Gems