

## **Executive Summary:**

The app is a “restaurant simulator”. You’re in charge of deciding what food items to make each day (each food has a unique revenue and cost), and how many. You’re able to add and remove items (which will update your available balance) before “checking out” for the day. When you start a day, a random amount of orders for each food item will be generated based on an item’s popularity attribute. You’ll be able to see a daily summary table that lists how many orders you got for each item, comparing it to how many you chose to make. The goal is to maximize your profits (make as much food as you think you can sell) over the course of a week.

Each day, a special event (positive or negative) may occur (chosen randomly from a pre-determined group). These can either provide you with bonus cash, or force you to spend money. These events are accompanied with a special screen that displays an image and plays a sound effect.

At the end of 7 days, you’ll be taken to the end game screen, which presents an image and an alert indicating how much money you were able to make over the course of the week. Dismissing the alert starts a new game.

This app is a game so it helps deal with the user’s boredom. You can play it to kill a few minutes while waiting or if you have nothing else to do. There’s probably a lot of similar games out there but I haven’t really come across any that are directly comparable, so it might be able to catch a small niche in the App Store.

This app was primarily built for iPhone 7/8 devices, but functions/looks fine on the iPhone 8 Plus and the iPhone X. The app is not meant to be used on iPad devices.