**INITIAL PROJECT SPECS**

**NAME**:

Boba Box

**PROGRAM OVERVIEW:**

Boba Box is a single player app game similar to Dine and Dash. The player will drag and drop customers to the given tables, take the customers order, and serve the food while trying to keep the customers as happy as possible. The happier the customer, the more money the user will earn. If the user earns the minimum amount of money required before the timer runs out in that level then the level is defeated. There will be three different levels increasing in degree of difficulty, in each level the customers are more impatient and the time decreases. Thus, the user must work at a faster pace to earn the minimum amount of money required. The game offers satisfaction bar indicators for customers, cafe music and a whole lot of fun.

**DESCRIPTION OF USER INPUT:**

* User will choose character
* User clicks and drags customers to table
* User taps the tasks to do

**DESCRIPTION OF PROGRAM OUTPUT;**

* Overhead map of the cafe
* Randomly notifies the player that there are customers waiting
* Highlights tables to alert the user
* Has cafe music
* A Satisfaction bar (health bar)
* A timer will be indicated in the bottom corner

**STRUCTURE OF YOUR DATA THAT WILL BE STORED IN TEXT/XML/JSON FILES:**

* JSON