* **Boost code efficiency**

There are some situations where the way we approached a problem is quick but messy. Please feel free to reroute some code to make it seamless.

* **Complete customer and server interactions**

Each customer keeps track of their own status. The server needs to know relative to which table is the guest’s status. We, unfortunately, haven’t completed this component in the game but once it’s done the game is 90% complete.

* **Get rid of the warnings**

There are some warnings in our build. These warnings are due to how we load animations for the server. The way we structure it is considered an unsafe operation. We didn’t have the chance to fix the problem yet so it’d be great if you can!

* **Complete our end screen**

If the game is 90%, the last 10% is related to the money hud and the end screen. The end screen is meant to animate the player's accomplishments from their 1-minute round.

* **Create interactive tutorial**

The tutorial screen is currently an image with text. If you complete the main structure of a game, please add a tutorial where the play runs through a 30 second round with only one customer.

* **Add animations**

Our guests don’t look like their drinking, our bar doesn’t have an animated bartender. Add some fun animations to make the game more alive.

* **Have fun**

The game’s mechanics may be a bit confusing and sometimes some bugs will make you very very frustrated. However, coding is a fun and future proof skill that will come handy in your future.