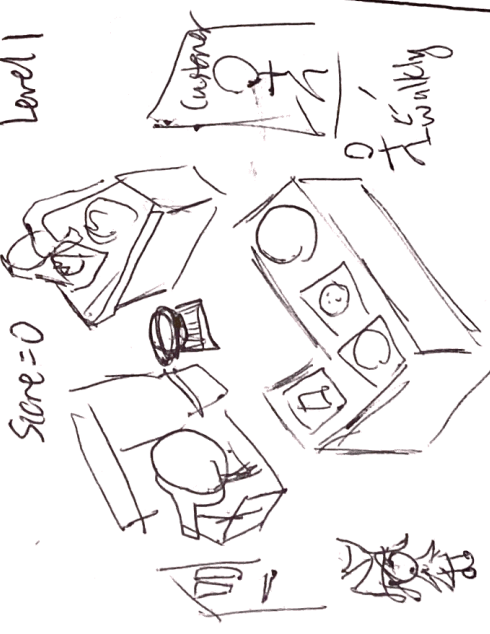
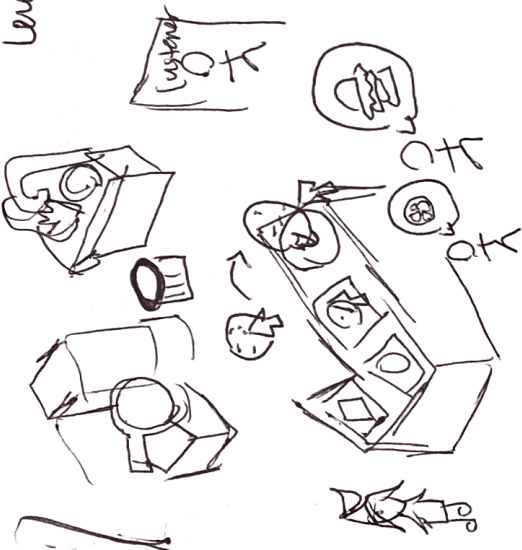


Score=0

Level 1



customers are at the door waiting, and walking in to the certain position to be served.



Level 1

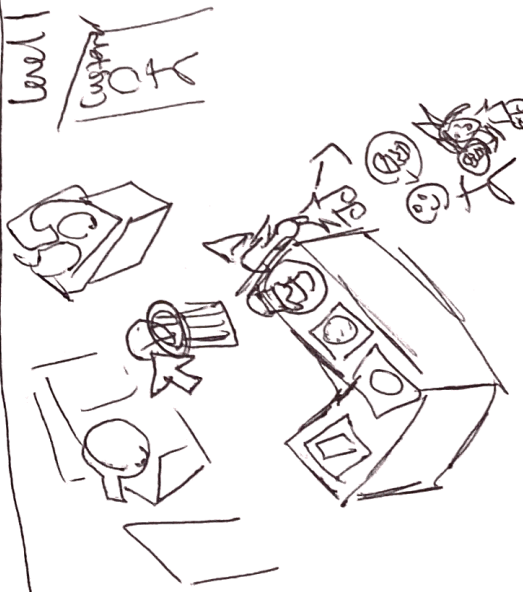
Ingredients can be dragged & dropped using a cursor. The order must match customer's dialogue box. The ingredients will be attached



Level 1

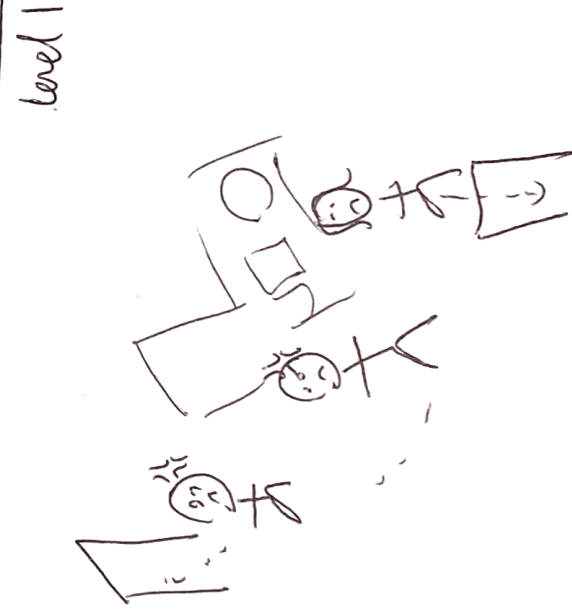
If a patty burger is ordered, it must be placed on to the pot to be cooked for around 5 seconds first to be asked.

Level 1



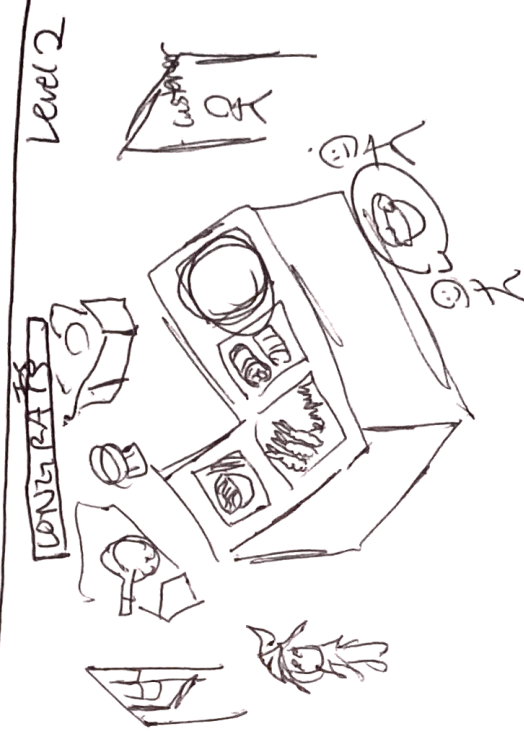
Ingredients may be dragged and thrown away into the trash can. Waiter must be in close proximity to circular table & physically attached to customer

Level 1



If the customer's order is not fulfilled in time of the patience the customer has, customer will leave.

Level 2



Once the score hits a certain point, level 2 is open and new foods appear.

TPZ update

Design changes

- procedural generalization

- new random positions given to furniture of kitchen.

- new Japanese food items popping up after hitting score of 10, many changes