I is walking
Customer

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

Level 1

Customer

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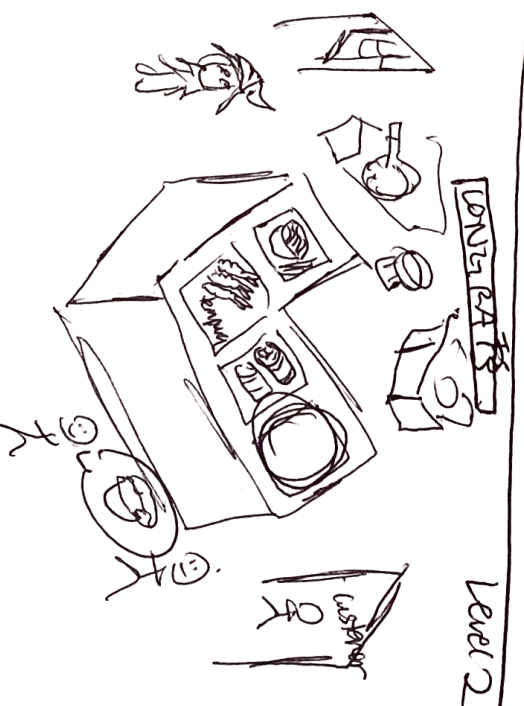

Level 1

Customer

Ingredients can be dragged & dropped using a cursor. The order must match customers' dialogue box. The ingredient will be attained

Level 1   5 seconds

If a patty burger is ordered, it must be placed on to the pot to be cooked for a certain's seconds, far+ to be cooked.

Level 1

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

Level 2   CONGRATS

Customer

Once the score hit a certain print level 2 is open and new foods appear.

TP2 Update

Design Changes

- procedural generalization
  - new random positions given to furniture of kitchen.
  - new Japanese food items popping up after hitting score of 4, may change

TP3 Changes

- cooked putty
- walking procedural generation