Main Gameplay Screen

Player:

On the main gameplay screen the player is represented by a waiter character. The player can control the tilt of the waiter's body using a controller axis. The player will move depending on the angle. The greater the lean forward, the faster the player moves forward and vice versa when he's leaning backwards. The more items the player has on his tray, the harder it will be to control the tilting.

- **Falling over**

  If the waiter tilt's beyond 80 degrees to either side, he falls over. If the player falls over, his dishes and food fall to the floor. The player then spawns in the same location and starts flashing for a brief period. During this time he cannot move. Once he stops flashing he can start moving again. Food and dishes that fell on the floor are now dirty and are worth less points.

- **Food tray**

  The tray's angle will be set to the proportion of the player's angle. At the moment it's 50%, meaning that if the player is leaned over 40 degrees forward, the tray will lean over 20 degrees forwards.

PickUps:

- Lightning:

  Allows the player to go at a faster speed. This will only last for a short while but the speed increase will be a lot more.

- Banana Peel:

  When a player picks up a banana peel, he's able to throw it. Once it lands, it waits for one of the players to step on it. Whoever steps on it, falls over. In order to avoid the banana peel, the player must jump over it

- Super Glue:

  Sticks your plates, burgers, and glasses together so that they don't fall off.

Gamemode

Single Restaurant Demolition:

In this gamemode both players are competing in the same food court to get employee of the month. Each player must race to tables managing between bringing the required food to tables while also sabotaging the opposing player, the more tables you wait the more points you'll gain. Watch out for item pickups which you can use to slow down your opposing waiter.

There are 5 tables in the level, 2 tables for each player with a blank one in the middle that is free for each player to score extra point at random intervals throughout the course of the game.