## **La La Latte: Coffee Guru**

### **Chomper Studios**

## **High Concept**

Step behind the counter and become a barista in this fun and educational game about crafting the perfect coffee drinks. Learn real-world techniques like brewing espresso, making americanos, steaming milk for lattes, and balancing flavors while managing a bustling café. Whether you're training for a real café job or just love coffee, Café Master: Barista Challenge will teach you the skills you need with engaging, hands-on gameplay.

## **Features**

* First-person café experience: Interact with customers and fulfill their drink orders with precision and speed.
* Authentic coffee-making process: Grind coffee beans, tamp espresso, pull the perfect shot, steam milk, and create stunning latte art.
* Diverse customer personalities: Each customer has unique preferences and patience levels, making every interaction dynamic.
* Timed challenges: Compete against the clock in rush hour mode and practice your latte art and espresso-pulling skills freely.
* Educational component: Learn about coffee origins, brewing methods, and milk chemistry.
* Unlockable ingredients and upgrades: Experiment with different beans, syrups, and non-dairy milks to create signature drinks.

## **Player Motivation**

Players take on the role of a barista striving to perfect their craft and run a successful café. The game encourages mastery of coffee-making techniques and efficient café management while offering a relaxing and creative experience.

## **Genre**

Educational simulation with time-management and creativity elements.

## **Target Customer**

Coffee enthusiasts, aspiring baristas, casual gamers, and anyone interested in learning about coffee-making in an interactive way.

## **Competition**

Similar in appeal to games like Cooking Mama, Coffee Talk, and Diner Dash, but with a greater focus on realism and skill development.

## **Unique Selling Points**

* Realistic coffee preparation mechanics for espresso, americano, and lattes.
* A blend of education and entertainment in the world of coffee.
* Customizable café with unlockable upgrades and aesthetic choices.
* Engaging customer interactions with different personalities and challenges

## **Target Hardware**

Personal Computers

## **Design Goals**

**Simple:** Intuitive mechanics that allow players to jump right in while progressively mastering techniques.

**Educational:** Realistic coffee preparation steps combined with an engaging café atmosphere.

**Creative:** Encourages creativity through recipe experimentation and café customization.

## **Characters**

Each customer has unique traits and preferences, creating a lively café environment. Here are a few examples:

**Barista:** The player-controlled character who is learning the ropes of coffee-making and managing the café. He/she starts as a beginner but grows into a skilled and eventually a master barista.

**Dan:** Passionate about coffee and loves to discuss its origins and brewing methods. He is very particular about his drink and appreciates precision. Dan can change his coffee preference from time to time, but ensure the coffee is perfectly brewed.

**Hannah:** Loves to take pictures of her coffee and share them online. She expects her drinks to look visually appealing and is always on the lookout for something unique.

**Kristóf:** Always on the go, rushing between classes. He prefers a fast, no-nonsense coffee experience. Kristóf can get impatient if the line gets too long, but if you make his drink perfectly and fast, he will tip well.