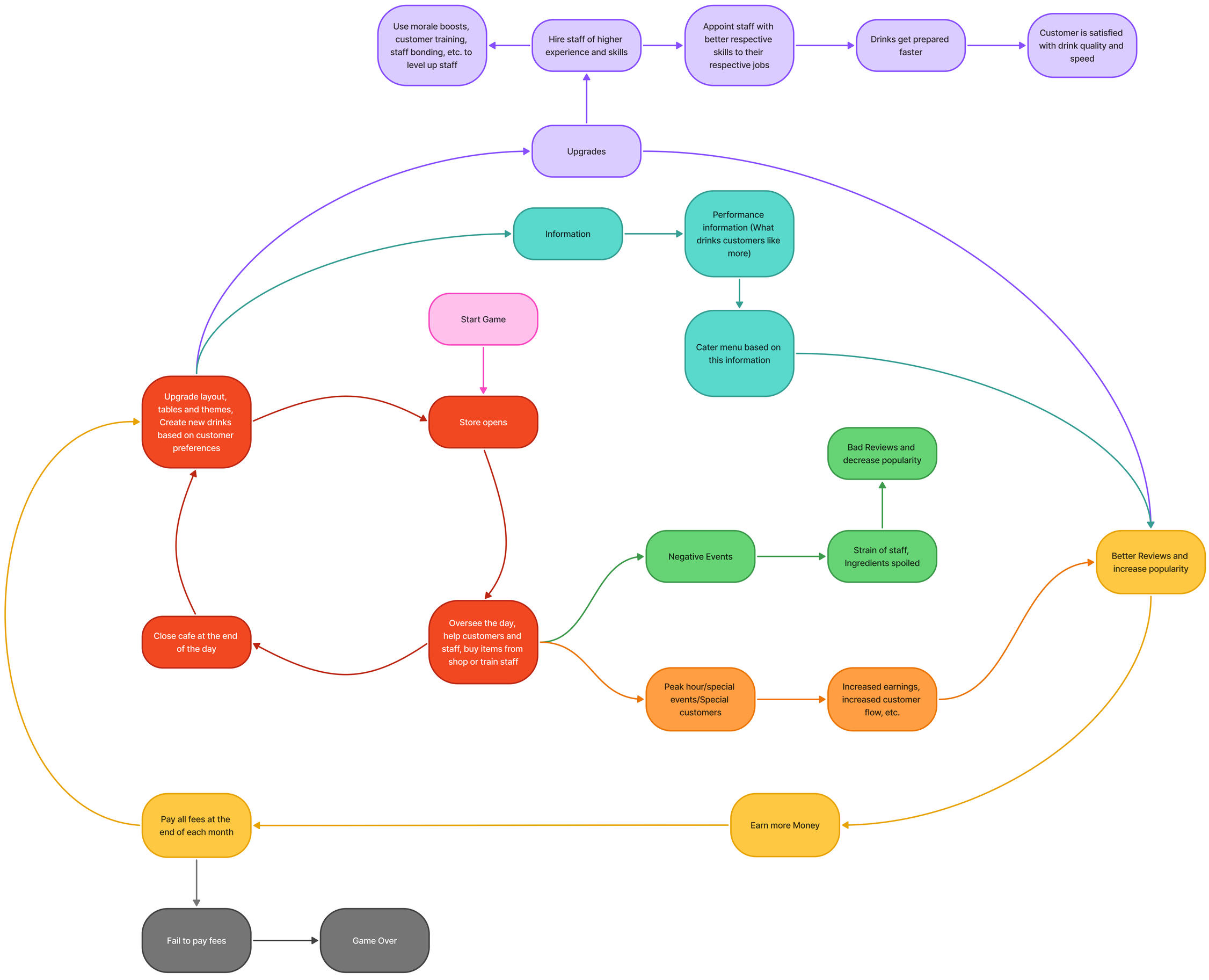
Section 2


Use morale boosts, customer training, staff bonding, etc. to level up staff
Hire staff of higher experience and skills
Appoint staff with better respective skills to their respective jobs
Drinks get prepared faster
Customer is satisfied with drink quality and speed
Upgrades
Information
Performance information (What drinks customers like more)
Start Game
Cater menu based on this information
Upgrade layout, tables and themes, Create new drinks based on customer preferences
Store opens
Bad Reviews and decrease popularity
Negative Events
Strain of staff, Ingredients spoiled
Better Reviews and increase popularity
Close cafe at the end of the day
Oversee the day, help customers and staff, buy items from shop or train staff
Peak hour/special events/Special customers
Increased earnings, increased customer flow, etc.
Pay all fees at the end of each month
Earn more Money
Fail to pay fees
Game Over