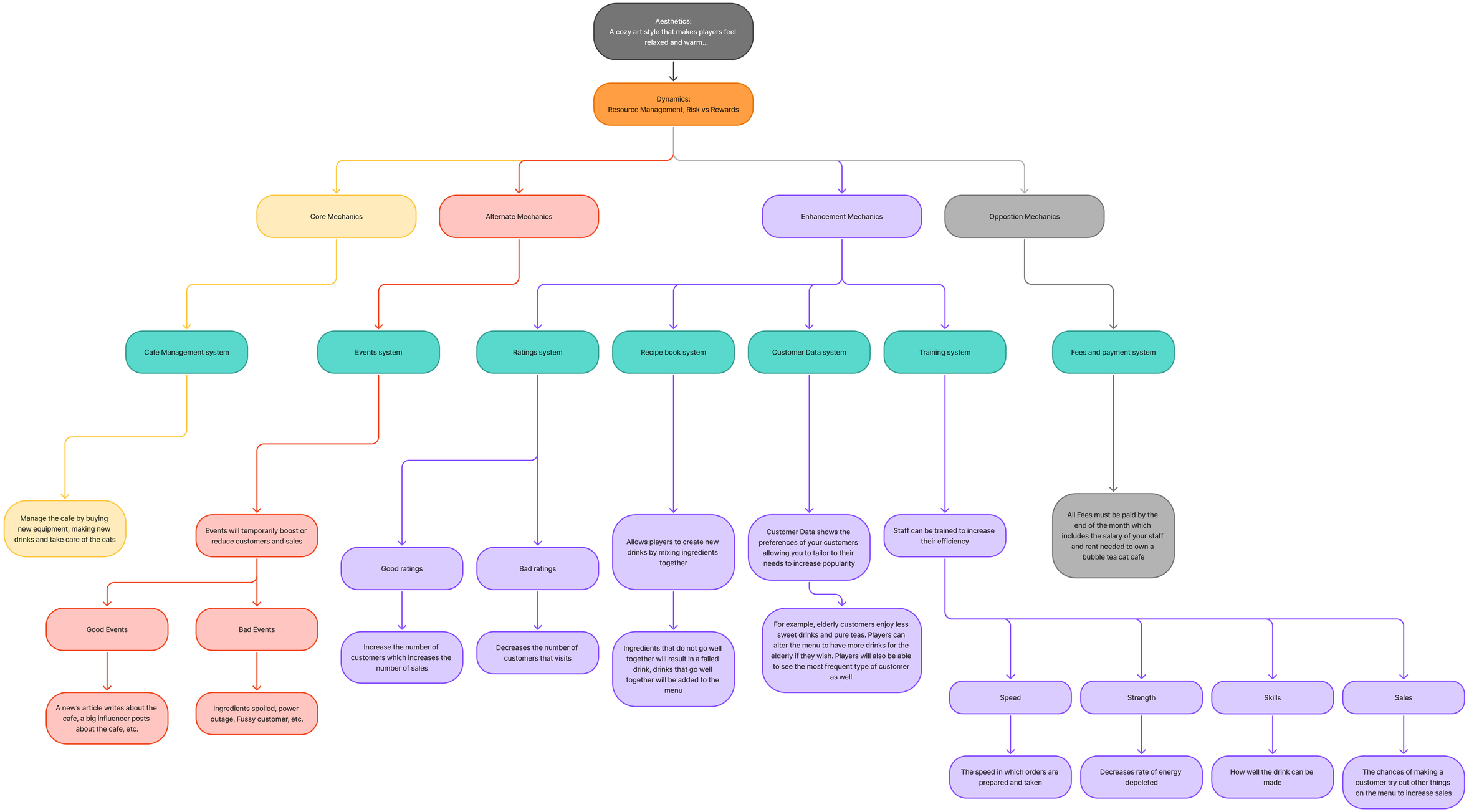
Section 1


Aesthetics:
A cozy art style that makes players feel relaxed and warm...
Dynamics:
Resource Management, Risk vs Rewards
Core Mechanics
Alternate Mechanics
Enhancement Mechanics
Oppostion Mechanics
Cafe Management system
Events system
Ratings system
Recipe book system
Customer Data system
Training system
Fees and payment system
Manage the cafe by buying new equipment, making new drinks and take care of the cats
Events will temporarily boost or reduce customers and sales
Good ratings
Bad ratings
Allows players to create new drinks by mixing ingredients together
Customer Data shows the preferences of your customers allowing you to tailor to their needs to increase popularity
Staff can be trained to increase their efficiency
All Fees must be paid by the end of the month which includes the salary of your staff and rent needed to own a bubble tea cat cafe
Good Events
Bad Events
Increase the number of customers which increases the number of sales
Decreases the number of customers that visits
Ingredients that do not go well together will result in a failed drink, drinks that go well together will be added to the menu
For example, elderly customers enjoy less sweet drinks and pure teas. Players can alter the menu to have more drinks for the elderly if they wish. Players will also be able to see the most frequent type of customer as well.
Speed
Strength
Skills
Sales
A new's article writes about the cafe, a big influencer posts about the cafe, etc.
Ingredients spoiled, power outage, Fussy customer, etc.
The speed in which orders are prepared and taken
Decreases rate of energy depeleted
How well the drink can be made
The chances of making a customer try out other things on the menu to increase sales