# SERVICE BAR SIMULATOR

GAME PRODUCT PROPOSAL
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## CONCEPT SUMMERY

*Service Bar Simulator* is a time management, simulation game where the you are a bartender at one of the busiest restaurants in town. You must learn to pour beer and wine, mix cocktails, and serve guests. Mix and pour various drinks in for the drink orders rang in by servers. Learn how to make classic cocktails of all sorts! From the classic Old Fashioned, to the tropical Pina Colada, to the versatile Martini. It's a hard job, luckily you have your coworkers there to help you! But don't forget, pobody's nerfect!

## GAMEPLAY

## CORE GAMEPLAY

### MAKING DRINKS

The player is tasked with making drinks that print from the ticket printer (and orders from walkup customers if included). The bar has 5-6 stations: Soda/Ticket Printer, Beer/Wine, Cocktail, Shake, Server (where completed tickets are sold for servers to take), and possibly customer service (see 'Potential Additional Gameplay'). The player is provided with a build book that they can pull out while at any station that provides the recipes for shakes and mixed drinks. Recipes and techniques are true to real life, allowing for players to learn real bartending.

### SORTING TICKETS

Before the player can make any drinks, they must first know which drinks they need to make. The ticket printer is where all the drink orders rung in by servers print out. The player must listen out for and/or visually check the ticket printer for newly rung in orders. When the printer prints tickets the player must go over and pick up the tickets and then sort them to their proper station. For example, a ticket that has a beer on it should go to the beer/wine station. However, tickets can not only have multiple drinks on them but those drinks can also be from different stations. The player can either make one drink at a time, or coordinate with their coworker and have them make one or more drinks on the ticket while the player makes others. Once the drink or drinks on the ticket are complete the player then sells the drinks with the ticket at the server station.

### SCORE

Levels are timed and represent a shift/day of work. At the end of a level the player is scored on how well they've done.

- SPEED: relates to the amount of time the player took to complete a ticket (measured from when the ticket printed to when it was sold at the server station)
- ACCURACY: choosing correct product/ingredients, pouring proper amount, how close to recipe, correct glassware, etc.
- COMPS/SPILLS: If the player realizes they have made a mistake and decides to throw out the drink and start over and therefore does not 'sell' the drink, it counts as spill and slightly negatively impacts the score. If drinks are sent out that are made poorly or incorrectly, they might be sent back. If this happens, it counts as a 'comp' which negatively impacts the score, more severely than a spill. The player can also get a comp if they take too long to make the drink causing the customer to cancel it. If a player has too many comps they can fail the level.

## POTENTIAL ADDITIONAL GAMEPLAY

The following features could be included depending on time/resources

### COWORKERS

The player has a variety of coworkers they can choose to work with, all with various strengths and weakness. Each coworker can both help and hinder the player in their own way. Coworkers are able to work any station. Each coworker has their own set of stats that vary per person.

### COWORKER STATS

Speed – How quickly the drink/ticket is made

Accuracy – How well the drink is made

Perception – How well they notice a task that needs to be done

Charisma – (only applicable if customer counter included) how well they interact with customers

## CUSTOMERS

A station that would act as a walk-up bar. Player would need to periodically check to see if any customers have walked up to be served. The player then can go over to interact with the customer. They can talk to the customer to take their order with a variety of dialogue options. There are multiple types of customers that can react differently to dialogue options. Customers leave tips behind that act as bonus points for the end level score. Tip amount depends on dialogue choices, speed and accuracy at making their order, and what type of customer it is. Coworkers can also assist with customers, however how well they do at varies per coworker.

## ALTERNATE GAME MODES

### ENDLESS

Player can play level continuously until they wish to stop.

### CO-OP

Two (or possibly more) players work together, essentially working as each other's coworkers.

### MAINTENANCE

Miscellaneous tasks that must be dealt with throughout level. For example, changing kegs, restocking ingredients, cleaning up messes, etc.

### MODS

Items on tickets can have mods attached to them that the player must take into account when making the drink. For example, chocolate shake – no whip.

### LEADERBOARD

Scores are saved and ranked on a leaderboard.

## ART

### ART DESCRIPTION

Overall look up to Art team. As long as objects look like their real-life counterparts to avoid confusion.

### GENERAL ART ASSETS

- Ingredients
- Various glassware
- Tools (cocktail shakers, strainers, ice scoop, etc.)
- Equipment (tap wall, shake machine, ticket printer)
- Ticket
- Each Station
- Overall bar area
- People

- o Coworkers
- o Guests
  - ▪ Interactable
  - ▪ Background
- o Manager

## ANIMATION

Animation will be needed for most player interaction with objects, for example pouring ingredients. As well as co-workers and guests.

## AUDIO

### MUSIC

Music should be in theme with the restaurant, but should also be fast-paced in a way that pushes the player to go fast.

### SOUND FX

#### PLAYER ACTIONS

sound effects that correspond to real life. For example, glass tinking, liquid pouring, cocktail shaking, etc.

#### BACKGROUND

general busy restaurant noise

## TUTORIAL/TRAINING

Having a tutorial will be necessary for this game. Preferably a pop-up tutorial that walks the player through the basic game mechanics and gives helpful advice/guidance before setting them free to play the level. If there is not enough time to have a hands-on tutorial, then a text tutorial, with pictures, needs to be available via the main menu, and/or the in-game options/setting menu.

## SAVE SYSTEM

Because there would be only one level made for this project, the only thing that would need to be saved is the end level score/statistics.

## CONTROLS

### CONFIGURATION

#### MOVEMENT MODE

(refers to when the player is not locked into a station, this is when they can move about the bar freely to check on and select stations)

To Move: standard first-person controls (WASD to move player, mouse movement for camera)

To Select a Station: mouse over station and click (station should become highlighted when it is able to be selected). The game then shifts into that particular station's Station Mode.

#### STATION MODE

(refers to when a player has selected and locked into a station)

Leave Current Station/Return to Movement Mode: Right-click while not holding anything OR left-click corresponding HUD icon OR 'Esc' key

Pick up objects: Left-click desired object (object should highlight when mouse hovers over)

Measuring Ingredients: Left-click and hold to pour, release to stop pouring.

Return Object: while holding an object, right-click to return it to its spot

Place Object: While holding an object, left-click on counter to put object there. There are specific spots where objects can be placed.

View Build Book: press 'M' key OR corresponding HUD icon

Check for Customers (only if customers included in game): Press and hold 'TAB', player character will look over at Customer Station to check for any customers that have walked up. Release 'TAB' to return view to station.

## COCKTAIL STATION

Shake A Cocktail: Once the player has combined the cocktail shaker, right-click to pick up shaker and rapidly move mouse up and down to shake.

Stirring a Cocktail: Once player has put stirring spoon in glass (while glass is placed on bar-top), left-click and hold on spoon, the move mouse in circular motion to stir for desired duration. Release click to stop.

## INTERFACE/HUD

### HUD REQUIREMENTS:

#### BUTTONS

- Build Book Button: Pulls up the build book on the side of the screen for the player to reference recipes while making drinks. Icon only available at Shake and Cocktail station due to these being the only stations that require recipes.
- Return Button: While in Station mode, returns player to Movement Mode.
- Settings/Options Button: pauses game and brings up settings/options menu

#### WIDGETS

- Current Ticket(s): While in Station Mode, shows current ticket(s) to be made at that station
- Ticket at Station: While in Movement Mode, stations that have a ticket placed at them will have a little blue flag indicator on them.

## PRODUCTION

### PRODUCTION PLAN

Prioritize ingredient assets, decide on 3 menu items for each station that must all be created no matter what, have any other desired menu items/ingredients to be made/integrated as time is available. Keep in mind that the back-up drinks should also avoid adding an ingredient that would require altering the station asset in a major way (ie adding on a new slot). This also means noting to the programmer(s) that they need to plan to be able to make it easy to add additional ingredients/menu items later if needed.

Testing once basic game functions are created will be extremely necessary. Not only for finding bugs, but in order to find the best balance for various things such as scoring, coworker help, ingredient measuring etc.

### RISKS

The biggest issue that the production of this game could run into is the issue alcohol. The guidelines do state that the game should not encourage or glamourize the use of alcohol. I do feel that the this is not the intention of the games design. This game is designed to be somewhat educational and focused on task management. If this game were made, I'd understand and expect that the game should start with a general warning in regards to alcohol use. The design could also be modified to, for example, only have non-alcoholic drinks.

Branding in relation to ingredients may also be an issue. Some classic cocktail recipes call for specific, branded, ingredients. This could be dealt with by either avoiding such recipes or finding alternative names call those ingredients.

This game is at risk for feature creep. There are many features that I would love for this game to have, but realize that it would be impossible to have them all. The main priority would be the things outlined in the Core Gameplay section of this document. Of the potential additional gameplay options, I personally really want to be able to incorporate the coworkers feature, because I don't think I've seen similar games incorporate this concept. Customers would also be great to be able to include, however worry that it is unlikely to be able to realistically include. The Endless and Co-op game modes would probably be the easiest of the additional features to include.

## VERY ROUGH COCKTAIL STATION MOCKUP