Cosmic Bartender Level Flow

Level Start

Begin Level Animation → Player can play → Level Timer Start → After 1-2 seconds First Customer arrives

Spawn Guest? — No → Are all seats occupied? — Yes → Timer Ends → Spawn Timer Start/Reset

Are all seats occupied? — No → Spawn Timer Start/Reset

New Customer arrives and sits in *unoccupied* seat at bar

Mood Timer Start ·····> customer's mood will decrease until they leave

Player takes Customer's order
- *Control: Click/tap either the guest or the icon above their head*

Customer Orders Drink
- Customer Ordering Animation. [yellow dot]

Build:
Pint Glass -> Beer Type Ordered -> Fill glass

Player makes Drink → **Beer** → Player gets glass → Player pushes button to select glass

Control: Click/tap the button corresponding to chosen glass

Button press 'animation' [green dot]

Selected Glass is dispensed
- Selected glass rises from the glass hole [yellow dot]

Player picks up glass
- *Control: Click/tap glass to pick up*

Player places glass under beer tap
- *Control: Click/Tap the beer tap while a glass is held*
- Tap handle animation [yellow dot]

Player pulls tap handle down to pour beer
- Beer flowing from tap [yellow dot]

Glass fills with beer
- *Control: drag/swipe tap handle*

Player close tap?
- No → Beer overflows glass → Spill score increases
- Yes → Player picks up made drink

Control: Click/tap glass to pick up

Player picks up made drink → Player gives drink to customer
- *Control: Click/tap customer, after picking up glass*

Customer leaves, Player gets payment

Customer drinks drink
- Customer drinking animation [yellow dot]

Customer reacts to drink
- Customer reaction animation [yellow dot]

Player buses empty glass
- *Control: Tap empty glass*

Has the level timer run out?
- No → (back to New Customer arrives)
- Yes → End of Level → End Score Screen [green dot]

End Level Animation [yellow dot]

Key

Shape Colors:

<u>Purple</u>: Action or description that is not performed by the player.

<u>Green</u>: Action or decision performed by the player.

<u>Blue</u>: Visual description that would be relevant to art and/or animation.
  <u>Yellow Dot</u>: Relevant to Animation
  <u>Green Dot</u>: Relevant to UI

<u>Orange</u>: Programming logic related

<u>White w/ italics</u>: Describes the controls to execute action. Includes both PC and touch controls

Lines

<u>Dotted Line</u>: Leads to some sort of further description, be it controls, art/animation, etc.

Anna Giacomo 3/2020