Game Design Challenge #4:
Running a Restaurant

>> The Challenge
Design a game about running one of the toughest businesses: a restaurant.

>> Assignment Brief
Running a restaurant or food establishment is a tough job. More than half of all new restaurants fail within their first three years.

Design a game based around running a restaurant. It might be about running the entire restaurant. It might deal with only the kitchen or only the wait staff. It might deal with only devising a menu that will stand out and be successful in a neighborhood that's filled with other restaurants.

The key is to not only make the game fun and interesting, but also to introduce the concept of difficulty that shows how hard it is to run a restaurant. If half of all new restaurants fail, it's because it's difficult to turn a profit. We don't want to see half of players fail, but we would like to see a harder than normal difficulty for a game like this.

>> Requirements
- The game must be physical, not digital
- The game cannot have a "race-to-the-end" game board
- You must have your game proposal (see reverse) approved before beginning to prototype

>> Strongly Recommended Bonus Activities (You must choose at least 2)
- For inspiration, read about Diner Dash at
  http://en.wikipedia.org/wiki/Diner_Dash
- Play Diner Dash (you may have to do this outside of school)
- Watch clips from cooking shows to get a sense of why the restaurant business is so difficult. I recommend *Kitchen Nightmares*, *Restaurant Impossible*, and *Restaurant Wars* (from Top Chef).
- Observe a restaurant in action.

Deliverable: *By Friday, October 28, you (or your group, if you have one) should have a playable prototype of a board game that satisfies all requirements. You should have written instructions so another group can play your game even if you are not present. Your instructions must explain the objective, number of players, rules, and required resources.*

GAME PROPOSAL

Which restaurants or food establishments have inspired your game?
Before answering this question, consider what "genre" of restaurant (fast food, gourmet, sit-down restaurant, etc) and what cuisine (pizza, Chinese, etc)

Which aspect of the restaurant/food experience will you base your game on? This is the theme of your game.
Before answering this question, make sure that you have participated in at least two of the bonus activities. You could focus on cooking, or on ordering food, or many other possibilities.

Explain your mechanic. How will your game be played?
Use 1-2 sentences to describe the gameplay.
Before answering this question, think about how your mechanic will be connected with your theme (see above.)

Explain how the player wins or loses at this game.
Before answering this question, think about how "winning" and "losing" is connected to your theme.

How will "difficulty" function in this game?
Before answering this question, think about 1) what is difficult about running a restaurant, based on your observations and 2) how can you balance skill with chance?