

Hamster ice cream shop

Summary:

decoration/challenge food game. Create the perfect ice cream coup for your customers.

Setting:

The hamsters from hamster hotel and hamster restaurant started their own ice cream shop. There will be 2 hamsters in the shop that take orders from customers and make them like in the source game.

Style of the game:

Make everything colorful like a candyshop, it should look really delicious too!

Gameplay:

The game works the same as the source game but there are some small differences/
There will be 2 types of gameplay, Challenge mode and freemode

challenge mode:

The player has to give the customer the icecream they want. The customer will make an order and the player can click on that order to attempt to make it.

The challenge mode will have 12 levels. To continue to the next level the player has to give at least 1 customer the correct ice cream. These ice creams will be more difficult to make every level.

New feature:

Every level some items(ice-cream/ decoration) will be unlocked for the player to increase the difficulty and fun of the game.

Types of icecream and what level they are unlocked:
Ice cream:

- Vanilla white/ creme color (level 1)
- Strawberry/ pink (level 1)
- Chocolate/ brown (level 1)
- Pistache/ green (level 2)
- blueberry/purple (level 5)
- banana/yellow (level 7)
- stracciatella/white with chocolate dots (level 8)
- walnut/ white with walnuts (level 10)
- Cherry/ red (level 11)



Decorations:

- triangle waffle (level 1)
- chocolate sticks (level 1)
- paper umbrella's (level 1)
- strawberries (level 3)
- cherries (level 4)
- chocolate triangles (level 6)
- banana (level 8)
- white chocolate flakes (level 9)



- dark chocolate flakes (level 10)

Dressings

- red sauce (level 1)
- brown sauce (chocolate) (level 6)
- Candy sprinkles (level 1)
- crisp sprinkles (level 9)

Glasses for the ice cream

- tall glass(level 1)
- boat glass (level 1)
- wavy glass (level 5)
- round glass (level 10)



Before an item is unlocked, the place it will be in is empty. When it is unlocked the item will flash when going back to the preparation screen for the 1st time.

The faster the player makes an ice-cream correctly in the game the higher the score will be. After finishing the game the score should be sent to the mochi highscore function.

Preparation screen

the preparation screen will be like the cooling desk in an ice cream parlor, separate places where the icecream is placed and use these tanks for the the decorations as well.

The dressings and glasses should be placed on the counter where the icecream is prepared, not in the tanks.

Freemode

The freemode is like in the source file. All the icecream is available to the player, he does not need to unlock them in the challenge mode first.

At the end of the freemode allow the player to take a screenshot of the icecream

