

Competition amongst Restaurants!

You burst open the expansive glass doors of the Mall of Vex, amazed by the variety of stores and entertainment. You spend hours perusing through the shops, and suddenly you hear an echoing growl - GRRR! Uh oh! You haven't eaten for hours! You make your way to the upper floor, where you encounter various restaurants. Which to choose? Two restaurants catch your eye - DJ's Donkey House and ISPIN.

The cook is drenched in sweat while hurtling pancakes at the waiters and waitresses. The eager customers pressure the cooks, threatening to switch to the opposing restaurant. Sometimes, they do. If the pancakes are slightly under or overcooked, the customers leave.

Before the restaurant's peak hours, they operate without a manager since he always arrives late. The workers rely solely on the cook to manage the entire restaurant. Due to the lack of leadership, the restaurant can only produce a limited supply of pancakes.

At around noon every day, the manager arrives. Now, the workers have proper direction and can produce more, faster. The servers shoot the pancakes to the customers so quickly that they look like they're flying across the restaurant. When the manager arrives, the restaurant garners the most customers and revenue. Every so often, a reviewer visits the restaurant. Positive reviews are coveted, while negative reviews are abhorred.

Then, when all of the other restaurants call it a day, DJ's Donkey House and ISPIN's rivalry proceeds. The two eateries compete to see who can obtain the most ingredients for the next day.

Rules

The pancake restaurant world is very competitive! Chefs struggle to defeat rival restaurants by producing pancakes. They create these pancakes through a steam roller-Esque intake supported by a Lexan ramp. The circular pancakes slide up the ramp, powered by the flex-wheel rollers, and land upon the serving station. The

serving station is a limbo between the cooking intake and the servers. This area is where the pancakes prepare to be served. Then, when the pancakes are ready, the chefs push them out of the steel serving station using a green, shell-shaped tool, also known as a nautical gear. The servers take the pancakes and deliver them to the customers

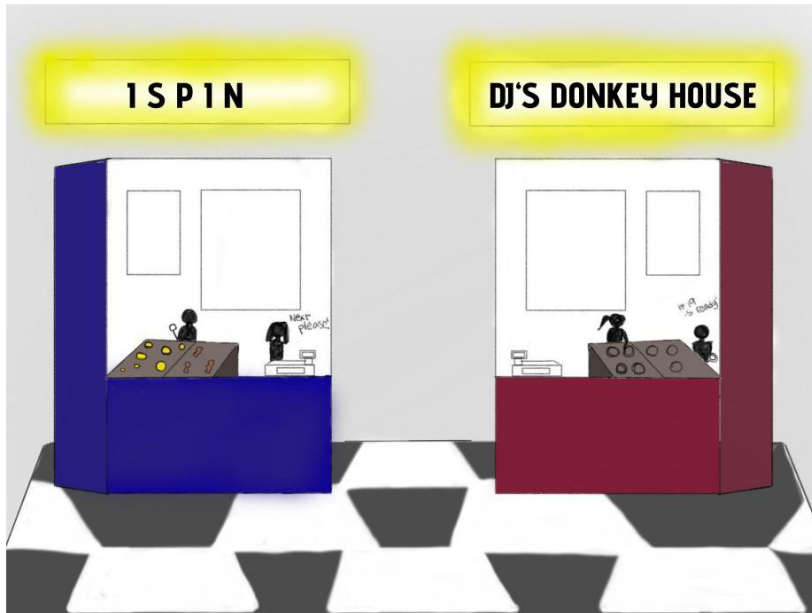
In the food industry, reviews are accumulated by completing various tasks. These reviews help advertise a company and help the restaurant succeed. Impressing a customer results in 5 positive reviews. Although, if the customer is dissatisfied, they leave you a negative review, which works in favor of the opposing restaurants. If a reviewer is satisfied with your delicacies, you will receive ten positive reviews. The opposing restaurant can steal this review from yours at any time. Finally, at the end of the workday, all of the restaurants at the food court compete to see who can claim the most ingredients for the next day. The more ingredients you have, the more people you can serve! Each ingredient is worth three positive reviews.

You generate more positive attraction towards your restaurant by getting more positive reviews. It will gain more customers along with popularity. Getting more reviews than their opponents is how a restaurant succeeds!

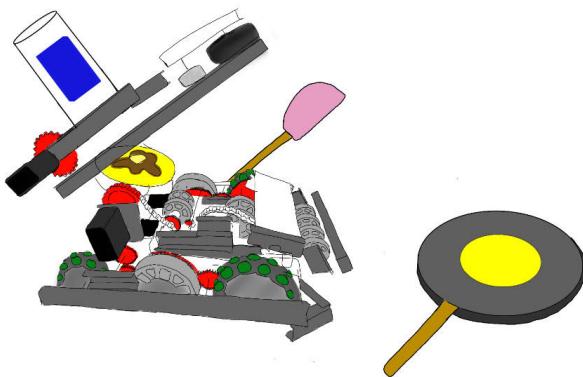
The 2 minute work day begins with a manager-free period of 15 seconds, where the two cooks in a restaurant serve as many pancakes as possible and please as many critics as they can. The first restaurant to serve two pancakes that please their customers as well as please two critics receives a ten star review.

Subsequent to the 15 second manager-free period is a 1 minute 45 second manager-controlled period. In this term, the managers direct the cooks in order to garner the most positive reviews.

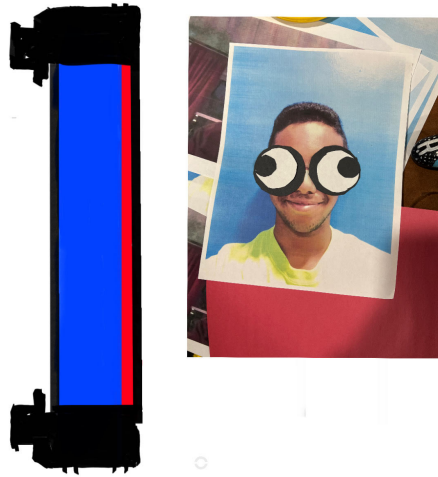
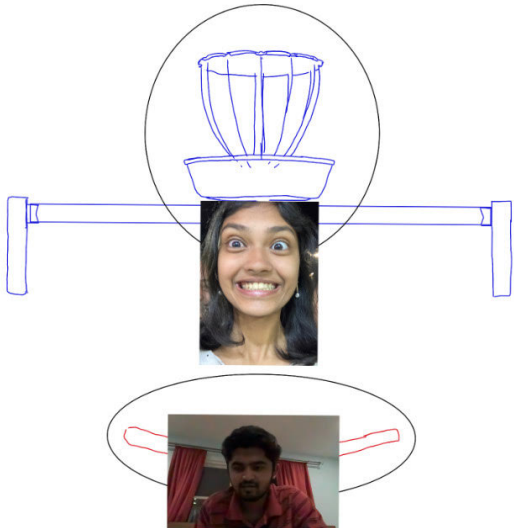
Storyboard



Two rivaling pancake restaurants, DJ's Donkey House and I SPIN, compete to see who can receive the most positive reviews from customers.



The cooks cook pancakes using a roller intake, which then serves the cooked pancakes using a flywheel.



There are three ways that restaurants can earn reviews: pleasing customers (the blue circled object), leaving customers unsatisfied (the red circled object), and getting judged by the critics (image to the right). Pleasing the customers results in a 3 star rating towards the restaurant in question, whereas leaving customers unsatisfied results in 1 star for the opposing party. Pleasing a critic and making them favor your restaurant is 10 stars towards you, but you must covet them, for the opponent can steal them at any time.



The work day begins with a 15 second autonomous period, where the manager is not present. In this period, the cooks must sustain themselves.



Then, the majority of the 2 minute work day is directed by a manager. The manager directs the cooks and instructs them on how to garner the most points in the most effective manner.

Then, at the final 10 seconds of the work day, the restaurants compete to see who can collect the most plates.

Each plate is worth 3 stars.