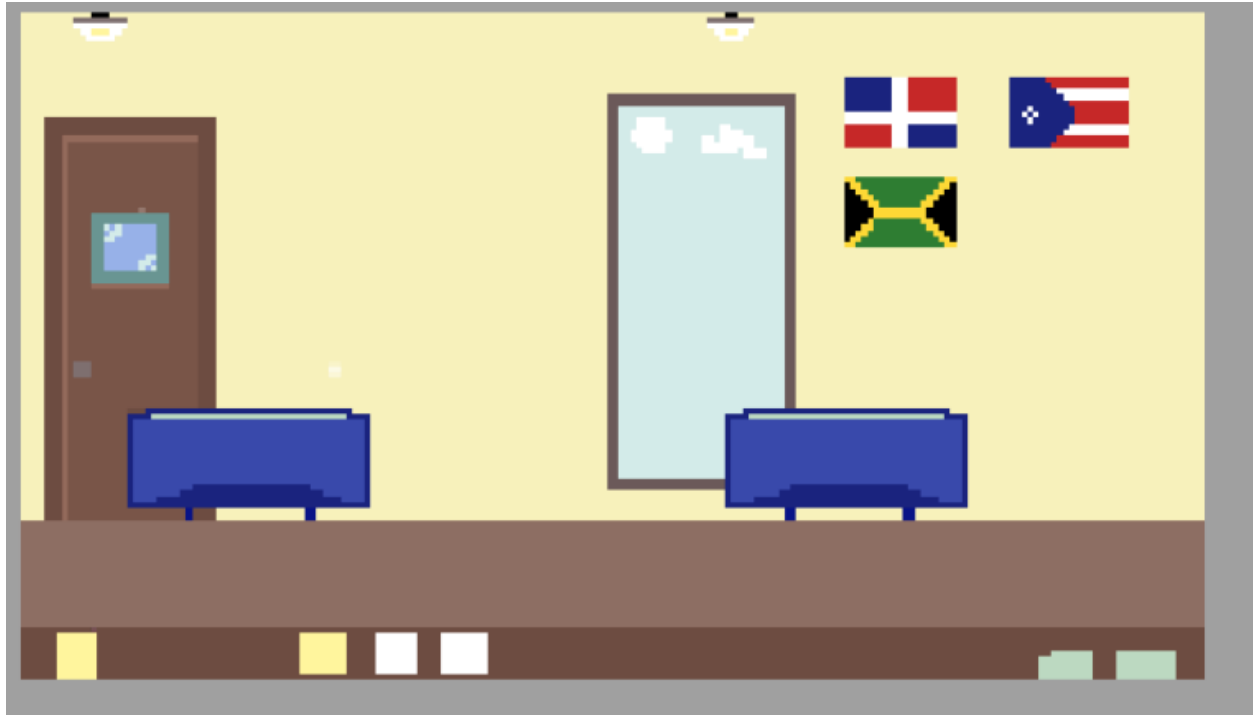




My game is called *Caribbean Cafe* and it is a game that is inspired by the game *Coffee Talk*. In this game I plan to create a restaurant inspired simulation game that makes the player make Caribbean cuisine and manage the restaurant. This image is the space where the player would give and take orders. I plan to also add characters and as well as lots of delicious Caribbean cuisine.