

brabet cm

It's brilliant! It's so fun to play and I think it has a lot of potenti

al.

One thing I noticed is that nothing prevents you from prepar
ing the pizzas in between days. So in practice you could bake a bunch of
7; pizzas completely, then start a new day and just serve the pizzas to the cli

ents.

I came up with a couple of ideas that might help with this:

The kitchen area should be restricted during night time, and maybe th

e team should be instructed to do some other work (like cleaning, sho) Tj T* BT

Pizzas should have a lifespan (in every state, from dough to) Tj T* BT /

When a new day starts, all pizzas should be destroyed

Another suggestion would be to introduce some chaos events; t

o the game. Something like ovens failing, machines breaking, sauce spilling and

having to deal with it. That kind of stuff really puts teamplay to th

e test. This events could be fired randomly or maybe a skills system could be

implemented.

I'm not quite sure about aesthetics. I think it has a well defined styl

e and it holds together as one piece, which is good. But I think it

could still benefit from some texturing and lighting while staying in the

77; same style.

I hope this helps! I really enjoyed playing Vortelli s!

Cheers!

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