Playing/Using the Games: Monster Cafe

This document will go over how a student plays Monster Cafe.

Monster Cafe is a listening comprehension game, where students are tasked with operating a cafe. Monsters enter the cafe and place orders that students will need to fulfil.

Orders are placed at various speeds, and levels of complexity depending on the skill assigned to the student. The ambient noise in the cafe is also determined by the skill assigned.
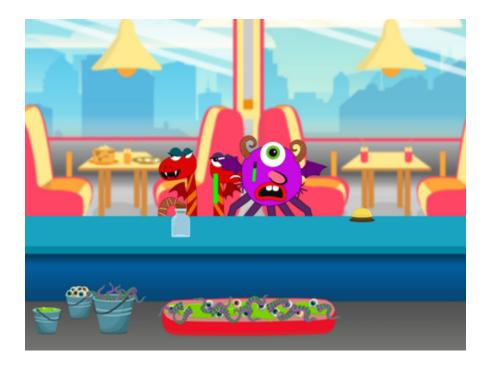

When students first start the game they will be provided with basic instructions on how to play.

After the instructions students will be brought to the main menu. From here students can choose to start a new day and play the game, access the shop, where they can purchase upgrades for their cafe **(Using the Spider Coins they earn from the cafe)** Or quit the game.

A Three Finger Swipe Up can be used to open a pause menu

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When the student selects "New Day" the game will start. Their Cafe will open for business and hungry monsters will begin to enter the Cafe.

Monsters will come up to the counter, and place an order.

Controls: This game utilizes swipe controls for every action.

Picking Ingredients: Students can swipe left and right on the screen to navigate between their ingredients. As they swipe the ingredient that is selected will be announced and is visually enlarged.

Adding Ingredients: To add the currently selected ingredient to the order students can swipe upwards on the screen to place it on the sandwich.

Removing Ingredients: Swiping down allows students to remove the ingredient from the sandwich, this is used when students accidentally place too much of a single ingredient on the bread.

Getting Ready to Submit the Order: Once all the ingredients have been added to the sandwich and the student is ready to submit the order, they can swipe left or right to get to the sandwich. The game will announce all the ingredients that are currently on the sandwich.

Submitting the Order: Once the sandwich is selected students can swipe up to submit the order to the monster.

Patience Level: These monsters are hungry! And therefore they have varying levels of patience. They will only stick around for so long after they place an order. How long they stick around is determined by the skill that was assigned to the student and how that skill was configured. After their patience expires they will leave and a new monster will place an order.

Rewards: When students submit an order the monster will pay them. How much students get paid depends on how quickly they submit the order. Students only receive 5 orders per in-game day, so the faster and more efficient they are, the more Spider Coins they will make. At the end of the day students will be given a recap on how many monsters they served and how many Spider Coins they earned.

Shop: Students can use the Spider Coins they earned to purchase upgrades for their Cafe.

Music: Changes the music in the Cafe.

Additional Ingredients: Adds more variety to the ingredients available. The number of ingredients used in an order is determined by the skill assigned, not the number of ingredients the student has purchased.

Decorations: Visual decorations for their Cafe.