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About This Game

Coffee Shop Tycoon is a management game in which you take control of your own coffee shop. Will you thrive and become a popular coffee shop or die trying? Everything lies in your hands.

The game is NOT another 'click and wait three hours for your employees to cook' kind of game you will have to take choices constantly that will bring more costumers or make you lose money. We are building a game in which customization and planning is as important as having fun.

Coffee Shop Tycoon features:

- Brew your coffee
- Create your own drinks
- Hiring and Training Staff
- Marketing Campaigns
- Seasons and Trends
- Several coffee shops with different styles

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- Build reputation with Gourmet beverages and special coffee beans
 - Choose your coffee shop logo and color
 - Buy furniture and decoration for your coffee shop
 - Add services to your coffee shop (Wifi, Rewards, and more)
 - Special Events
 - Resupply food and drinks
 - Manage your franchise from you Headquarters.

Title: Coffee Shop Tycoon
Genre: Casual, Indie, Simulation, Strategy, Early Access
Developer:
Riff Studios
Publisher:
Riff Studios
Release Date: 5 Dec, 2016

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English





This shit is starting to creep me out.
This must be a prank by some
asshole. Morden maybe?



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it wont start. The more I played the less I liked it, concept and puzzles are ok, sometimes shape of puzzles is way to complicated but what it really bad is that ugly bavel effect on every puzzle piece. When you have smaller amount of pieces it is ok, only ugly but later when number of pieces increase it make it very very hard to determine where piece belong and you ended up looking for place where this piece belonge by its shape not actual image that is on it, so yeah there is that :/ If this effect could be turned off should be much much better than it is now.

On a plus side it is very simpel game so when you doing soem havy computation on you workstation you can paly it no problem while waiting fore results :). Pretty neat, free, but short like many VR experiences. Worth checking out.. UNFAIR GAME IT ♥♥♥♥EN SUCKS IM REFUNDING ITS DELIBRATELY SETUP TOO HAVE A PAUSE WHEN YOU PUSH REVERSE SO WHEN YOU TRY TO DO IT GENTLY ITS ♥♥♥♥S YOU OVER ♥♥♥♥♥S AND YOUR HYPNOTIC SAME ♥♥♥♥♥♥♥T MUSIC OVER AND OVERTHIS GAME IS RIGGED FOR YOU TOO FAIL. I would not recommend this game. It's extremely boring and tedious to play. The combat system is horrid and it's nearly impossible to kill a Walker with melee weapons. There is also a HUGE gap between episodes, like it went from Days Gone By to when they were in the farm. It's honestly not fun. I'm awaiting my refund now.. This is a fun little game. I really enjoy the premise, and the art and music is top notch! Very creative and original! :). I just started it, but I'm kinda disappointed you can't pet the fox girl on the head.

Edit: Really great "twist" at the very end.

A little too sappy at times but overall 4/5

Got a few hours in by now and thought I'd give this game a review for anyone who wants some more info on this indie game.

Graphics on mobs and characters is pretty rich in detail aswell as colour. Special & uncommon encounters are well worked. Traveling merchants however needs some kind of dialogue or tool-tip to give better detail about items for sale.

Soundtrack is just top notch! My personal favorite so far is the one playing in the Casino whilst beting on what Dwarf is gonna win me money while risking his live running a race of death vs 3 others.

Gameplay is at first pretty tough (unless you go lollipop difficulty) but after a few runs you should recognize what makes a potential good run. My longest run thus far lasted about 1 hour and took me through 2 bosses and after that death, death and final death. Weapons scale with different stats.

Lvling just str and nothing else like 5 times or something made me a retard (aka. Savanth) in everything else but gave me extra super str. Running over bugs on the map gave me a sadistic trait I'm still unsure if it's beneficiall or not. Bagging loads of gold in the casino apparently made me a *hoarder* wich rewarded me with a spell that allowed me to throw money everywhere to deal dmg every now and then.

After finding spells more often than not you can later chose to lvl the spells instead of lvling attributes.

Another thing I noticed is set-bonuses from equipping gear of similar types. Although mixing special attributed gear seems like a better recipie in the long run.

Thers just so much to explore in regards of character building depth it amazes me! Depending on what traits I combine I get different set of skills and the npcs can usually be defeated in more than 1 way. Using either speed, stealth, brute force or blocking\reading patterns.

Take my advice, get the bloodbags-armor to stash blood from mobs to get better sustain. Get the jesters hat for cool looks and more gold obv. Also get the shiny golden hammer for more gold, because You want to hoard Gold! ;). Pretty simple clicker but it looks good. Just continue updating the game. And of course lower the price pls. This 7th visual novel from InvertMouse feature two female protagonists - a human girl Tayo and a Birdling girl Bimonia who encounter each other in the forest while in their childhood years and form an unlikely friendship. Amidst the backdrop of a massive fear and dislike of each other between humans and Birdlings after a war which left only Bimonia and her mother Lulululu as the last Birdlings alive and living near human habitation together with multiple grey shades of morality among humans and Birdlings, Tayo and Bimonia's friendship and survival will be put to the test in this thriller and horror visual novel over 21 chapters as Tayo and Bimonia grow up to adulthood and reach different phases of their lives.

The game has plenty of save slots to allow different gameplay choices to be made during the game, with popup icons of a red\green feather and a portrait of Bimonia\Tayo to help players reach all the 5 possible endings where the number of red and green feathers required to reach each ending will be shown. Soundtracks, artwork and overall game presentation are good. Recommended with soundtrack and artbook DLC when at discount or bundle offer as it takes less than 10 hours to reach all endings.

(Also recommended to download and finish the demo version of this game before buying this game and adding to library for an additional easy to finish 100% completed game). When you couldn't afford for flying school. all great until u get futher into the game and then it faults and crashes. wasted alot of gameplay time and can progress. :(If you like old-school point-and-click games, you will enjoy this one. The graphics, atmosphere and sounds\music are great.

Some items and clues are very well hidden, and you really have to use your brain to solve some of the puzzles. The hint system is timed, so that you have to wait for the next hint. Sometimes the hints weren't helpful to me, and I got stuck for a while. And I admit it, for 2 puzzles, I had to resort to a walkthrough - shame on me ;)

If you like to play this game genre without much "hand-holding", you'll enjoy this game.

I look forward to the sequel!

. Because there's no middle-ground rating system, I have to give this game a thumbs down mainly because the majority (like me) do not have VR, for which this game seems better suited. I'm sure those who are really into this genre will like this game enough, and the price is definitely right, but I had issues with it.

- The "story" is in the store description, and not all that much is revealed while playing other than "secrets" you find that reveal things in the short notes of the acheivements earned. Strange.

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- The teaser trailers (not the one on the store page) show better graphics and have a lot more in them than at least the first hour of the game. Very misleading.
 - The key rebinding in the game's launcher is largely irrelevant, only the "jump" entry is actually used for item interaction in game. Confusing.
 - The mouse sensitivity is extremely high with no game setting available, so you have to adjust your own mouse dpi. Annoying.
 - I did run into a couple of bugs. One was an npc was stuck running into a wall; I could even put a barrel under him. Two was on the esc menu screen the mouse cursor disappeared, requiring alt+f4 to exit the game.
 - It really does look and feel like this game was designed for VR first.

This game seems to have an interesting backstory and all, but for some reason it's just not presented to you and wants to rely more on atmosphere and tension scares. So if you're just looking for scary, especially in VR, you'll probably have a better time.. Actually a fun game if you're fun of bullet hell shooters. I haven't played very much at the time of this review but I can see myself playing this game as a fun 'bored or waiting' game.. Finally a VR game that isn't a wave based shooter! Controls are easy to pickup and the movement is none nauseaing which is always a treat. Quest text is hilarious which keeps you engaged, everything has a nice layout to it so you can just plug in and get going! On getting a sword i decided i was a space marine and would stab everything to death regardless of consequences... yelling "FOR THE EMPRAH" on each swipe.

Forgot to shut window blinds... neighbours probably looked in seeing my plodding around the centre of the room waving like a maniac shouting to some deity.

10V10 would alienate local community again.

Edit: Ms Lottie... best character ever!. It's not worth its price at the current stage. Developers promised in june 2016 major updates during 2 weeks time. It's September now and no updates. Do not waste your money on this until this updating issue is fixed.

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