

# bet535

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

al.</p>

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<p>One thing I noticed is 3, £ that nothing prevents you from preparing th  
e pizzas in between days. So in practice you could bake a bunch of 3, £ pizzas c  
ompletely, then start a new day and just serve the pizzas to the clients.</p>

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<p>I came up with a couple 3, £ of ideas that might help with this:</p>

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<p>The kitchen area should be restricted during night time, and maybe th  
e team should 3, £ be instructed to do some other work (like cleaning, shopping) Tj T\* B

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<p>Pizzas should have a lifespan (in every state, from dough 3, £ to finis) Tj T\* BT /

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<p>When a new day starts, all pizzas should be destroyed</p>

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<p>Another suggestion would be to introduce some chaos events 3, £ to the  
game. Something like ovens failing, machines breaking, sauce spilling and having  
to deal with it. That kind of 3, £ stuff really puts teamplay to the test. This  
events could be fired randomly or maybe a skills system could be 3, £ impleme

nted.</p>

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

e and it holds together as one 3, £ piece, which is good. But I think it could

still benefit from some texturing and lighting while staying in the 3, £ same st

yle.</p>

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<p>I hope this helps! I really enjoyed playing Vortelli's!</p>

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<p>Cheers!</p>

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