One Liner

Management

X

Rogue Like

X

Cute Artistic Direction

General Informations

is a card rogue-like that blends management gameplay, run a café, customize your business, and collect a deck of cute monsters in this adventure where you'll explore and battle through unknown lands

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Game Genre

Rogue-Like Management

Camera

Fixed Third Person

Mode

Solo

Platforms

Pc

Artistic

Chill ; Cute ; Colorful ; Vibrant

Business

Premium

Target & Audio

Target

Cozy game enthusiast; Cute

Enjoys titles like Cooking Mama, TCGs

Loves card games and roguelikes

Appreciates collecting elements

Audio

Combat: Energetic; Fast-paced; Intense

- Percussion-driven

Shop Management: Calm; Gentle; Immersive

- Instruments
- Ambient sounds (Café noises; Customers, etc.)
- Musical loops

Customer Values

COLLECT

Adopt unique monsters, each with their own decks, to turn your café into a thriving haven and uncover the delicious ingredients hidden in the wild

CHALLENGE

Design a café that reflects your vision, and impress the townsfolk with your creativity

FIGHT

Face thrilling challenges as you battle monsters during ingredient-gathering expeditions with a deckbuilding system that makes every run unique

EXPLORATION

Journey through diverse locations, each with there own atmosphere where every encounter can lead to a new friendship—or a fierce rivalry

Gameplay Pillars

Manage

Running your café **efficiently** will be key to keeping your customers happy.

The customer is king, but some have **picky tastes**—don't expect everyone to eat just anything.

Strategic placement of your staff can streamline operations and elevate your service.

Baking a cake is an art—stay focused as you **transform** your ingredients into perfection.

Fight

Every monster is unique, with its own **abilities**—choose yours wisely.

Refining your **deck** is crucial, make the right call, as danger lurks around every corner.

Every **defeat** is a chance to grow stronger—don’t miss the opportunity.

Building a strong team is essential, and plenty of monsters are ready to join you... if you prove your worth.

Explore

Mysterious locations hide powerful **secrets**—use them wisely to push your exploration further.

Powerful monsters **roam** the land, venturing too far unprepared could come at a steep price.

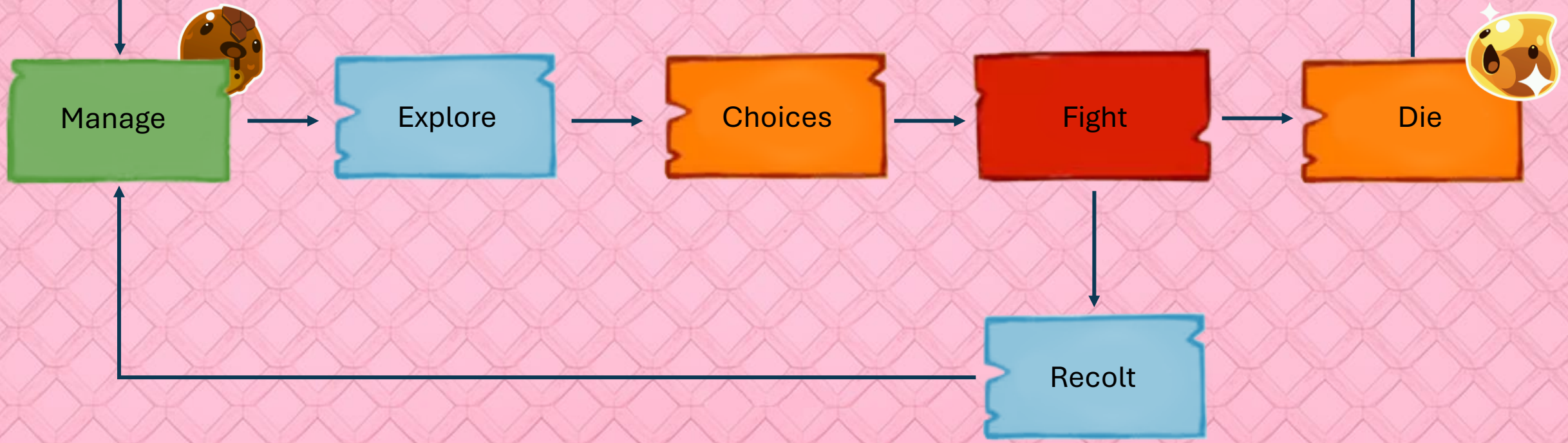
Every monster has its natural habitat, and countless **environments** await your discovery.

The **weather** won't always be on your side—it could reshape the environment in unexpected ways.

Mockup

Management of the Café

Game Loop



References

Video Games

Stardew Valley	2016	PC, PS4, Xbox One, Switch	Farm management, resource gathering, crafting.
Slay the Spire	2017	PC, PS4, Xbox One, Switch, Mobile	Roguelike with deck-building mechanics.
Moonlighter	2018	PC, PS4, Xbox One, Switch	Dungeon exploration and shop management.
Coffee Talk	2020	PC, PS4, Xbox One, Switch	Narrative-driven game focused on crafting drinks in a cozy café.
Potionomics	2022	PC	Potion brewing and shop management with negotiation mechanics.
Overcooked	2016	PC, PS4, Xbox One, Switch, Mobile	Co-op chaos in a kitchen, managing tasks under pressure.
Don't Starve	2013	PC, PS4, Xbox One, Switch	Survival and exploration with unique art style.
Harvest Moon (series)	1996 - present	Multiple (various consoles)	Farm life simulation with resource gathering and social interactions.
Recettear: An Item Shop's Tale	2010	PC	Shop management mixed with dungeon crawling and resource crafting.
Rogue Legacy	2013	PC, PS4, Xbox One, Switch	Roguelike dungeon exploration with legacy progression.
Hades	2020	PC, PS4, Xbox One, Switch	Action-packed roguelike with narrative and fast-paced combat.
The Sims 4	2014	PC, PS4, Xbox One	Life simulation game with social and resource management.
Spiritfarer	2020	PC, PS4, Xbox One, Switch	Management game about helping souls transition to the afterlife.
Cultist Simulator	2018	PC, Mobile	Deck-building game with a narrative-driven focus on mystery and the occult.
Dish Life	2020	PC	Simulation of laboratory work, close to ingredient management.
Tavern Master	2021	PC	Management of a medieval tavern with resource gathering.
Littlewood	2020	PC, Switch	Village-building simulation with crafting and resource management.
Persona 5	2016	PS4, PS3	Balancing life simulation with dungeon exploration and combat.
Paper Mario: The Thousand-Year Door	2004	GameCube	RPG with card mechanics and exploration.
Final Fantasy XIV (Crafting System)	2010 (rebooted in 2013)	PC, PS4, PS5	Deep crafting and resource gathering in an MMORPG setting.

References

Art

Amélie (The Fabulous Destiny of Amélie Poulain)	2001	Film	Cozy, intimate atmosphere set in a café setting.
Starry Night by Vincent van Gogh	1889	Painting	Poetic and vibrant atmosphere for visual inspiration.
Babette's Feast	1987	Film	Focuses on the art of cooking and generosity.
My Neighbor Totoro	1988	Animation (Studio Ghibli)	Soft, whimsical aesthetic with warm, organic imagery.
Alice in Wonderland	1865 (book), 1951 (film)	Literature, Film	Dreamlike, surreal world full of quirky, imaginative elements.

Board Games

Dominion	2008	Board Game	Strategic deck-building game, ideal for roguelike card mechanics.
Café	2002	Board Game	Focuses on café management and resource collection.
Clank!	2016	Board Game	Deck-building and dungeon exploration mechanics combined with strategy.

System Introduction

What's Not

Quests

Hades – SuperGiant Games - 2018

Random Events

Across The Obelisk – Dreamsite - 2021

Why Not

Never

Astral Accent - Hibernian Workshop - 2021

Skills

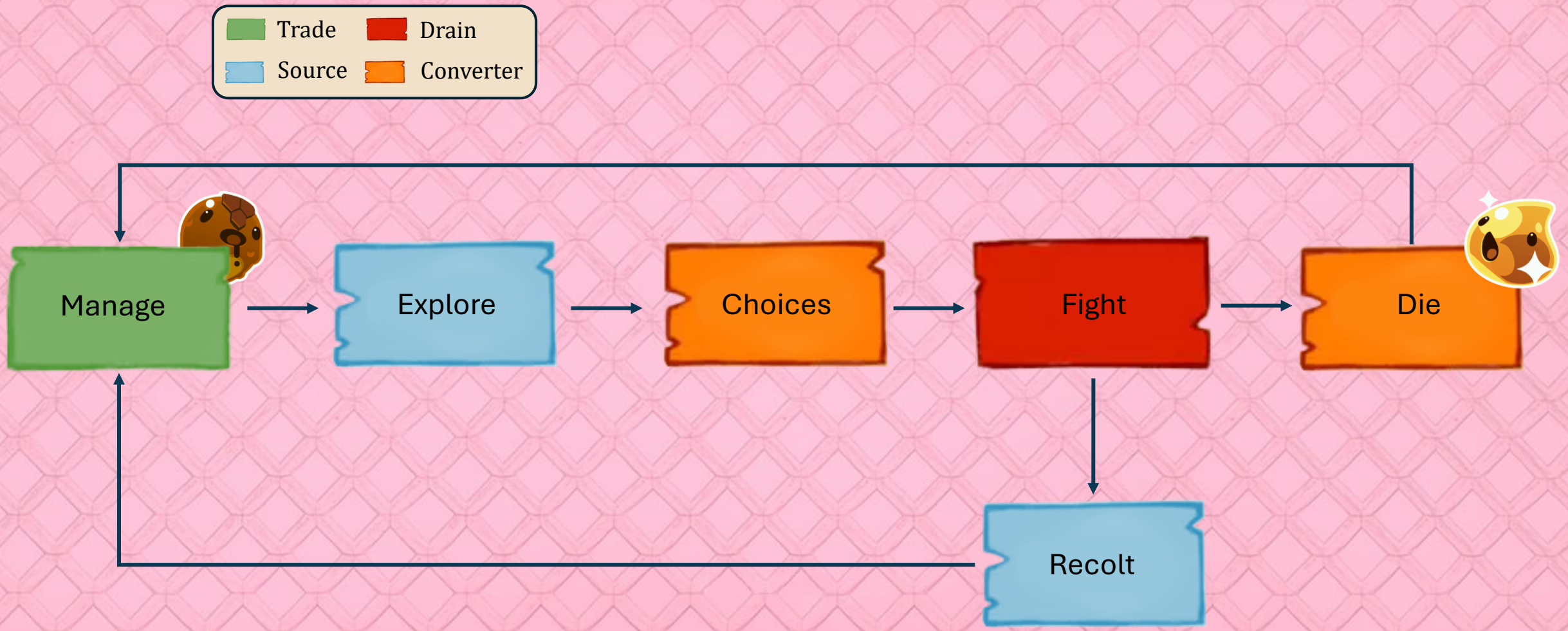
No Man's Sky – Hello Games – 2016

Dynamic Prices

Slay The Spire – MegaCrit - 2017

Card Synergy

Game Loop


Trade
Drain
Source
Converter
Manage
Explore
Choices
Fight
Die
Recolt

Features - Manage

Feature - Manage

Manage - Overall

Customers arrive and request a specific dish, which is determined by the number of servings made in the current shift, the player's level, and unlocked recipes. To prepare it, the player must move to one of the cooking stations based on the recipe type.

Once the dish is chosen, the ingredients must be stored either in the player's inventory or in one of the café's storage areas, all of which are connected to the cooking stations.

After the dish is selected, preparation begins. Once the required time has passed, the player can retrieve it and serve it to the customers. When a customer finishes eating, they automatically head to the cash register and wait. The player must approach them to complete the transaction.

Each expedition to gather ingredients consumes time, but the time spent does not affect the café's overall clock.

Peinguin Diner – Customer Service

Overcooked– Dish Preparation

Feature - Manage

Manage - Overall

Customer satisfaction is tracked by a bar. If a customer isn't served on time, they leave, and the bar decreases.
Satisfaction directly impacts the percentage of experience gained after each service.

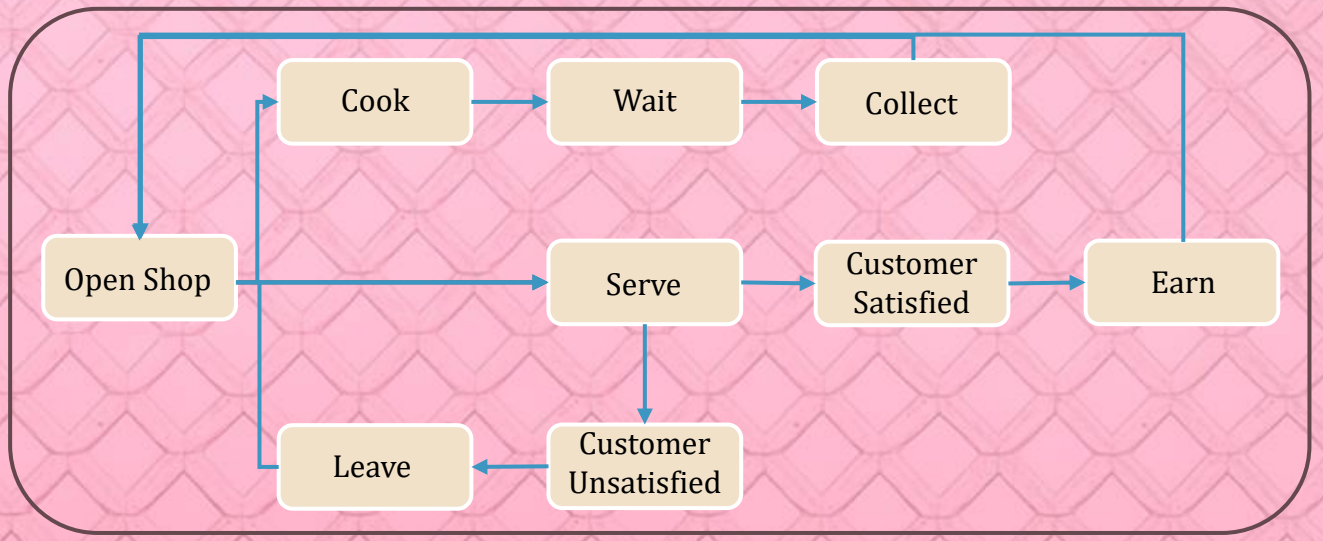
The player's progress is measured in café experience, which allows them to improve infrastructure and unlock new machines.
Restaurant level does not unlock new recipes.

The more unique monsters the player acquires, the more new recipes are unlocked.
Monsters can be used as employees in specific categories.
Their characteristics are represented by tiers, ranging from B to SS. Depending on the tier, their abilities are enhanced.

The tiers are personal and fixed, meaning they cannot be upgraded. Monsters have both a tier and a resource they are able to produce.

Cook Serve Delicious– Customer Satisfaction

Dave The Diver - Employees



Feature - Manage

Manage – Calculation of customer satisfaction

$$\text{Satisfaction (\%)} = \left(\frac{Q}{Qmax} * Pq\right) + \left(\frac{Ti}{Tr} * Pt\right)$$

- Let's take the example of a service quality score rated out of 10, where the player scored 7.
- The ideal time is 75 seconds, but the player took 90 seconds.
- The balancing factor is a quality weighting of 70 and a time weighting of 30.

$$\text{Satisfaction (\%)} = \left(\frac{7}{10} * 70\right) + \left(\frac{75}{90} * 30\right)$$

⬇

74%

Q : Service Quality

Qmax : Maximum Rating

Pq : Quality Weight

Ti : Ideal Time

Tr : Real Time

Pt : Time Weight

Manage – Calculation of customer satisfaction

$$\text{Exp} = Expb * \left(\frac{s}{100}\right) * Complexity$$

- Complexity allows for more precise balancing.
- Expb is defined based on the recipe; for example, let's take 100.
- Satisfaction is calculated as a percentage beforehand.

$$\text{Exp} = 100 * \left(\frac{74}{100}\right) * 1{,}5$$

⬇

111

Expb : Base xp

S : Client satisfaction

Complexity : Balancing lever

The player will receive 111 experience in this example.

It could be further developed with chain penalties, bonuses, and specific traits depending on the clients.

Feature - Manage

Details - Monsters

Monsters can be utilized in restaurant management as employees.
There are three possible specialties:

- Service
- Cooking
- Cashiering

Only one monster can be assigned to each specialty, players can assign monsters to tasks by setting their preferences. Tiers affect their speed of execution or movement, each monster has a defined specialty, and they cannot perform a task outside their tier.

The player can choose from predefined behaviors:

- Prioritize customers with the most profitable requests.
- Prioritize customers losing patience.
- Cook a quantity of dishes in advance.
- Prioritize the nearest customers.

These behaviors can be fully customized by the player at any time.

Palworld – Monsters Work

Rimworld – Task Preferences

Feature - Manage

Manage – Calculation of Monster Work Speed

$$\text{Monster Speed} = \text{Base} + (\text{TierFactor} * \text{Tier}) * \text{Modificator}$$

- Let’s take the example of a base speed of 1.
- The TierFactor increases by 0.8 at each stage.
- The monster's tier is 2.
- The Modifier is 1.25.

$$\text{Monster Speed} = 1 + (0{,}8 * 2) * 1{,}25 \Rightarrow 3$$

This example value is then used in a calculation for the action's speed.

$$\text{Action Time} = 10 / 3 \Rightarrow 3{,}33\,\text{s}$$

Base : Base Time

Tier Factor : Tier Augmentation

Tier : Actual Tier

Modificator : Balancing Lever

These formulas could be enhanced by incorporating more detailed time factors, linked to percentages synchronized with the player's progression

Feature - Manage

Details - Production

The player can construct structures to house monsters. Each one enables the farming of a specific set of resources.

A monster's compatibility with a structure determines the type of resource it can produce. Resource generation follows a time-based system, accumulating over elapsed hours, including during expeditions.

Harvesting resources requires manual interaction, as the player must visit the structure to collect them.

Monsters assigned to resource production remain available for combat and the employee system.

Once Human – Idle Ressource Production

Dragon City – Specific Production Structures

Features - Explore

Feature - Explore

Explore - Overall

Exploration takes place in real-time, with movement across various biomes.
Biome positions are fixed, but their composition changes based on a procedural system.

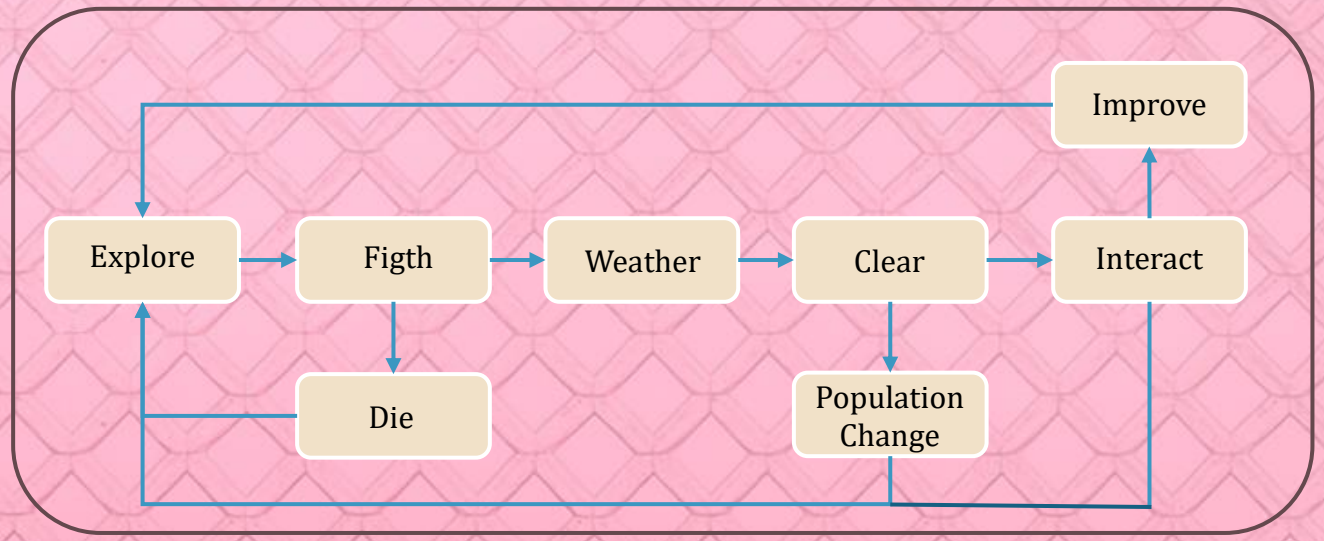
Monsters roam the biomes and are visible in 3D to the player.
Modifiers influence the dynamics of exploration, including time and the time of day.

After completing their first exploration of the day, players can choose to return at night, which changes the monsters they encounter.
Weather phenomena affect monster populations and visibility.

Within a 24-hour day, each expedition costs 8 hours (e.g., 7 AM - 3 PM or 6 PM - 11 PM).
Players can return to the café at any time to end their run.


Horizon Forbiden West – Weather Influence


Pokemon Arceus – Time Influence



Feature - Explore

Details –Procedural System

A semi-procedural system alters the environment and scenery where the player explores.

Biomes are distributed based on the player's distance from their spawn point. As the player moves further from the starting point, the difficulty of enemies increases.

The terrain is divided into procedural grids, with each cell representing an area to explore. These areas are connected using logical pathways, such as bridges, trails, or crevasses.

Environments are pre-built with designated zones, and procedural rules are then applied to ensure consistency and coherence.

Procedural rules follow logical patterns, such as maintaining specific distances between trees or placing a river near a mountain. These rules are defined by the team during development.

Don’t Starve Together – Distance Based Difficulty

Forager – Procedural Island Placement

Features - Choices

Feature - Choices

Choices - Overall

When the player is on an expedition, they may encounter level elements that provide advantages or disadvantages based on their choices. These structures are directly visible to the player.

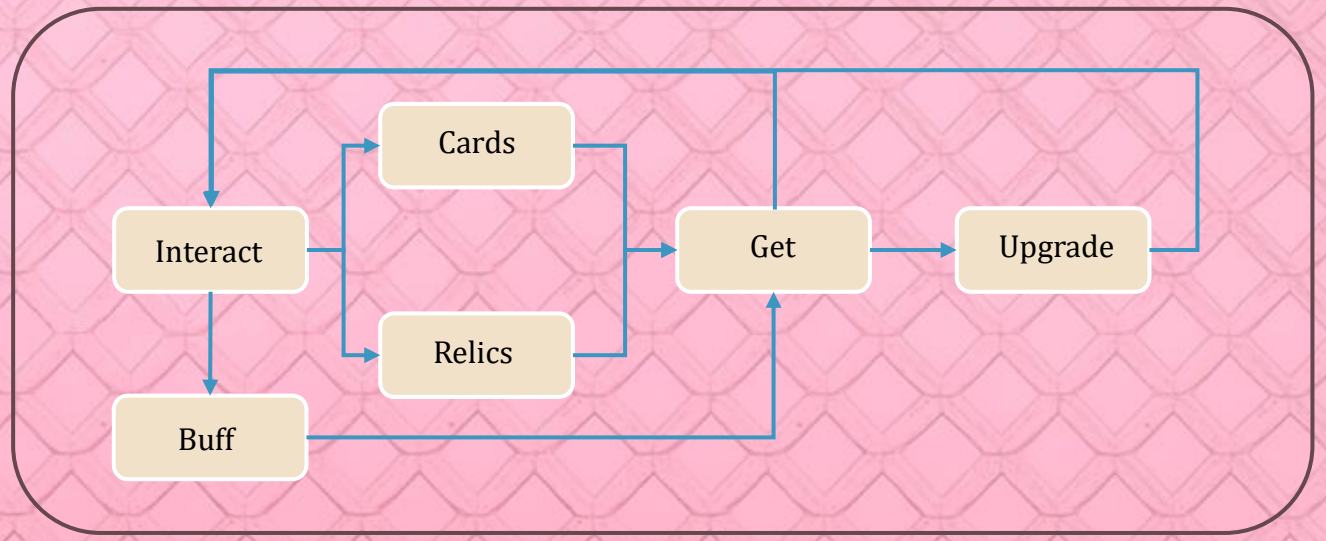
The player can collect rare relics during each run to gain bonuses. Their appearance is determined by pre-assigned placements in procedurally generated zones.

Each biome has a limit on the number of these structures, and their locations are randomly chosen from predefined positions. If the player chooses not to use them, no penalties will be applied.

The monster deck is significantly limited for each expedition, but structures allow the player to unlock new cards as they progress.

Gunfire Reborn– Buiding Based Buffs

Slay The Spire – Relics Bonus



Feature - Choices

Choices – Structures Details

Card Sacrifice

Allows the player to sacrifice a card from their deck to upgrade another one

Random Card

Grants the player a random card from the selected monster's deck in exchange for a battle against multiple monsters

Life Elixir

Restores health to a single chosen monster

Unknow Bonus

Temporarily upgrades a card in a random way

Merchant

Offers the ability to purchase cards and relics using temporary currency

Exchange

Allows the destruction of a card to obtain a new one randomly

Feature - Choices

Choices – Structures Details

Powerful Card

Let's the player select any card from the chosen monster's deck but at the cost of losing health

Boost

Temporarily upgrades a card to make it stronger but increases its energy cost for a set number of battles before returning to normal

Mana

Increases the energy capacity of a monster

Card Relic

Provides the opportunity to purchase one temporary relic out of three available options using currency

Features - Die

Feature - Die

Die - Overall

After each death, the player can improve in the small town of their café. He can choose from monster upgrades, passive abilities, or various advantages that affect their luck.

As the player progresses, the narrative evolves with new dialogues.

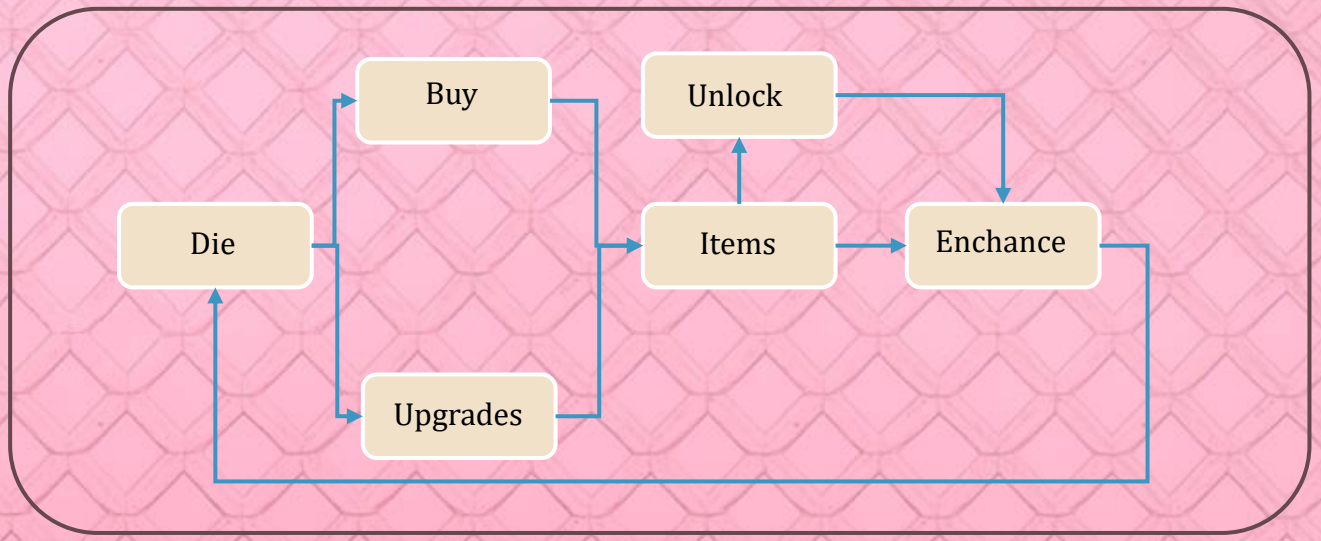
The upgrades are grouped into categories. Within each category, all upgrades are priced the same, with each purchase made by the player, the upgrades within that category increase in price following a precise formula.

When a player dies, they lose a small portion of the resources they collected.

Death does not impact the time consumed during the expedition.

Children of Morta– Permanent Upgrade

Astral Ascent – Increasing Price



Feature - Die

Die – Calculation of Upgrade Price Inflation

$$Pn = P0 * (1 + r * \left(1 + F1(n) + F2(n)\right))^{n} * (1 + F3(n))$$

- Let's take 200 for an example base price
- Increase rate : 15%
- 3 upgrades purchased previously
- External Factor : 0% / Inflation rate : 0,08
- Linear increase every 10 purchases

$$Pn = 200 * (1 + 0{,}015 * \left(1 + \frac{3}{10} + 0{,}05\right))^{3} * (1 + 0{,}05)$$

$$Pn = 200 * (1{,}02)^{3} * 1{,}05$$

P0 : Initial Upgrade Price

r : Base Price Increase Rate

n : Number purchased upgrades

F1 : Progression Factor

F2 : Dynamic Factor

F3 : Inflation Rate

Die – Calculation of Upgrade Price Inflation

$$Pn = P0 * (1 + r * \big(1 + F1(n) + F2(n)\big))^n * (1 + F3(n))$$

$$Pn = 200 * (1 + 0{,}015 * \left(1 + \frac{3}{10} + 0{,}05\right))^3 * (1 + 0{,}05)$$

⬇

$$Pn = 200 * (1{,}02)^3 * 1{,}05$$

⬇

222

The price evolves based on precise balancing levers and could be used in other situations to shape the game's economy alongside the player's progression.

Features - Fight

Feature - Fight

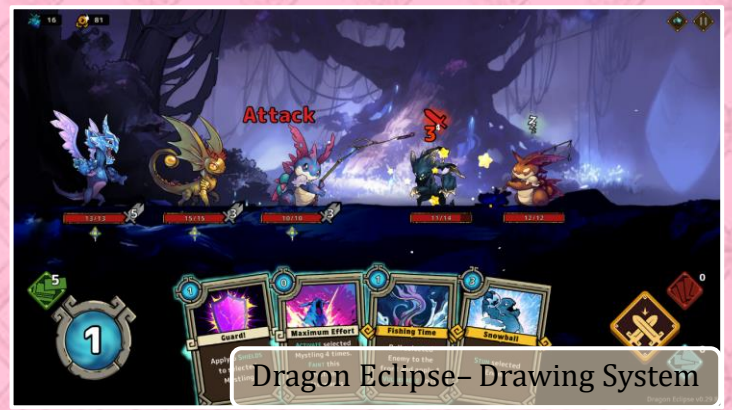
Fight - Overall

The combat will take the form of a turn-based card game.
Each monster has a small predefined deck of 20–25 cards.
When the player starts a match, they can choose from a few starting cards for each monster's deck.

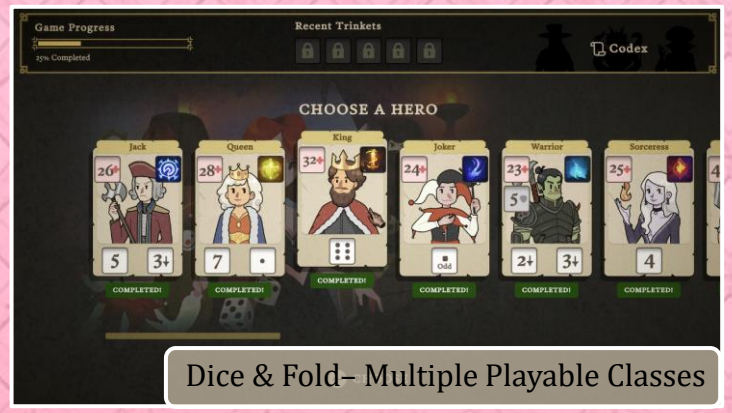
Winning battles unlocks the possibility of gaining a new card for that monster's deck. The player always plays first. Each card played costs monster energy. If the player does not have enough energy to play a card, it will appear grayed out, and they cannot play it.

At the beginning of each battle, the monster's energy is at maximum, and each turn restores 1 energy.
At the start of every turn, the player receives a random card from their current deck. The player receives 4 starting cards at the beginning of each battle.

After winning the fight, if the player does not have that monster, they have a small chance of obtaining it, which increases based on how many times they have defeated it.



Dragon Eclipse– Drawing System



Dice & Fold– Multiple Playable Classes

Feature - Fight

Fight - Overall

The first monster in the player's lineup is always the one sent out first during combat. Monsters have health points (HP); if their HP reaches 0, they die and cannot be used in the run unless healed. There are shield points to absorb damage; if the shield reaches 0, it is destroyed.

If an attack does more damage than the shield has remaining, the excess damage is subtracted from the HP.
If a monster dies in combat, it is replaced by the next monster in the chosen order.

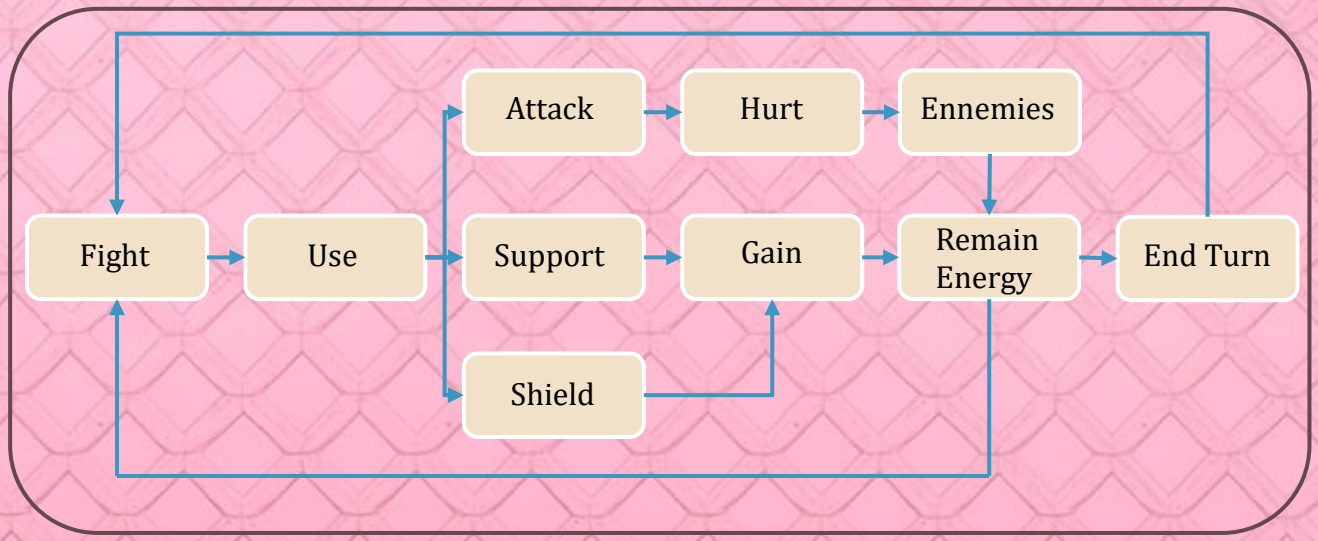
If a monster is revived during the battle, it does not lose the cards unlocked from its deck.

Each card has a quantity; once played, they are sent to the cemetery for that battle.

Cards in the cemetery are no longer available to the player through the draw.

Yu Gi Og Master Duel – Combat System

Dungeon Clawler – Shield System



Feature - Fight

Die – Calculation of Upgrade Price Inflation

$$\text{Capturep} = \min(pbase + ccount * growth, pmax)$$

- Let's take the example of a 10% base probability
- A maximum probability of 35%
- A growth rate of 0,05
- The monster have been defeated 3 times

$$\text{Capturep} = \min(0{,}10 + 3 * 0{,}05, 0{,}35)$$

⬇

25%

Pbase : Base probability

Pmax : Maximum Probability

Ccount : Number of time the monster has been defeated

Growth : Growth Rate

Feature - Fight

Fight – Cards Exemple

Persona

Persona

Jeanette

Gender : Woman

Age : 23

Matrimonial status : Single

Job : Primary School Teacher

Education | Degrees : Master ; CRPE

Income : 2121 € net

Geographical localization : Grenoble / 8 rue Casimir Brenier

Persona

Personality Keywords

Creative

Strategic

Patient

Playful

Community – Oriented

Ambitious

Frustrating Elements

Absence of recognition

Communication problem with family

Limited Classroom Budget

Student Misbehavior

Repetitive Tasks

Dislike in Gaming Products

Repetitive Mechanic

Excessive Stress

Lack of Autonomy

Unattractive Graphics

Time Consuming

Persona

Hopes

- Many Customisations
- Clear and easy to read UI
- Constant Progression
- Complete Management
- Developed Story
- Non Linear

Gaming Goals

- Create her personal space
- Seeking stability and control
- Relaxing
- Escaping Monotony
- Fullfiling her need to explore

STARDEW VALLEY

Slay the Spire

Don't Starve Together

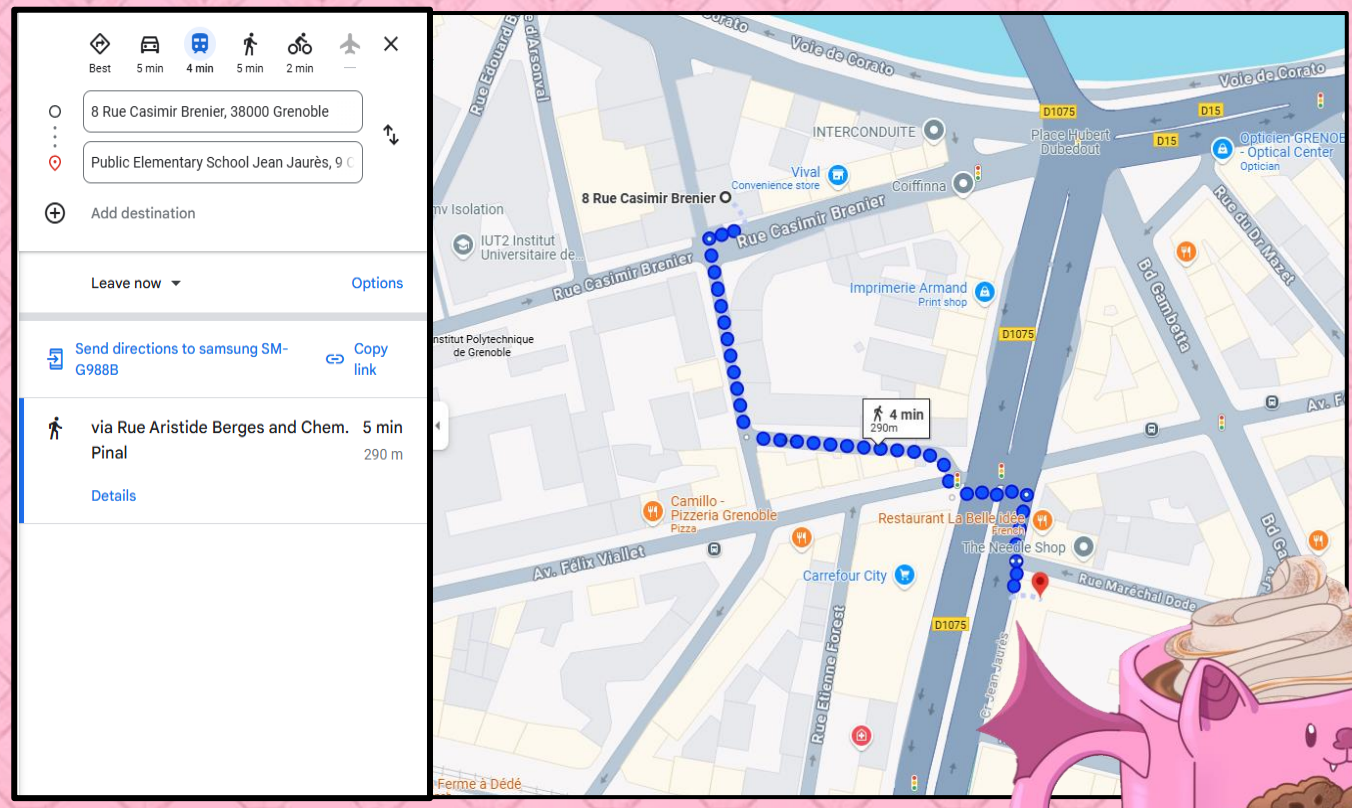
Cult of the Lamb

Dead Cells

Persona

Road to E.S Jean Jaurés

Walk 5 minutes



Persona

Music

Jazz
Lofi
Pop
Chillwave
Classical

Movies

Ratatouille
Amélie
The Intern
Forest Gump
The Social Network

8:00 PM – 10:30 PM

Living Room

Youtube

Wankil Studio
Trash
Nota Bene

Manga

Food Wars
Barakamon
Fruits Basket
Aria

Yotsuba To
One Piece
SAO
Chi's Sweet Home

Persona

Discord

Methods

Tchat
Photo

Identify

Pseudo

Twitch

Methods

Live
Viewing
Post

Identify

V-Tuber

Tik-Tok

Methods

Post
Viewin

Identify

Pseudo

Persona

Yoga

Regular Member

2 Times a week
4h

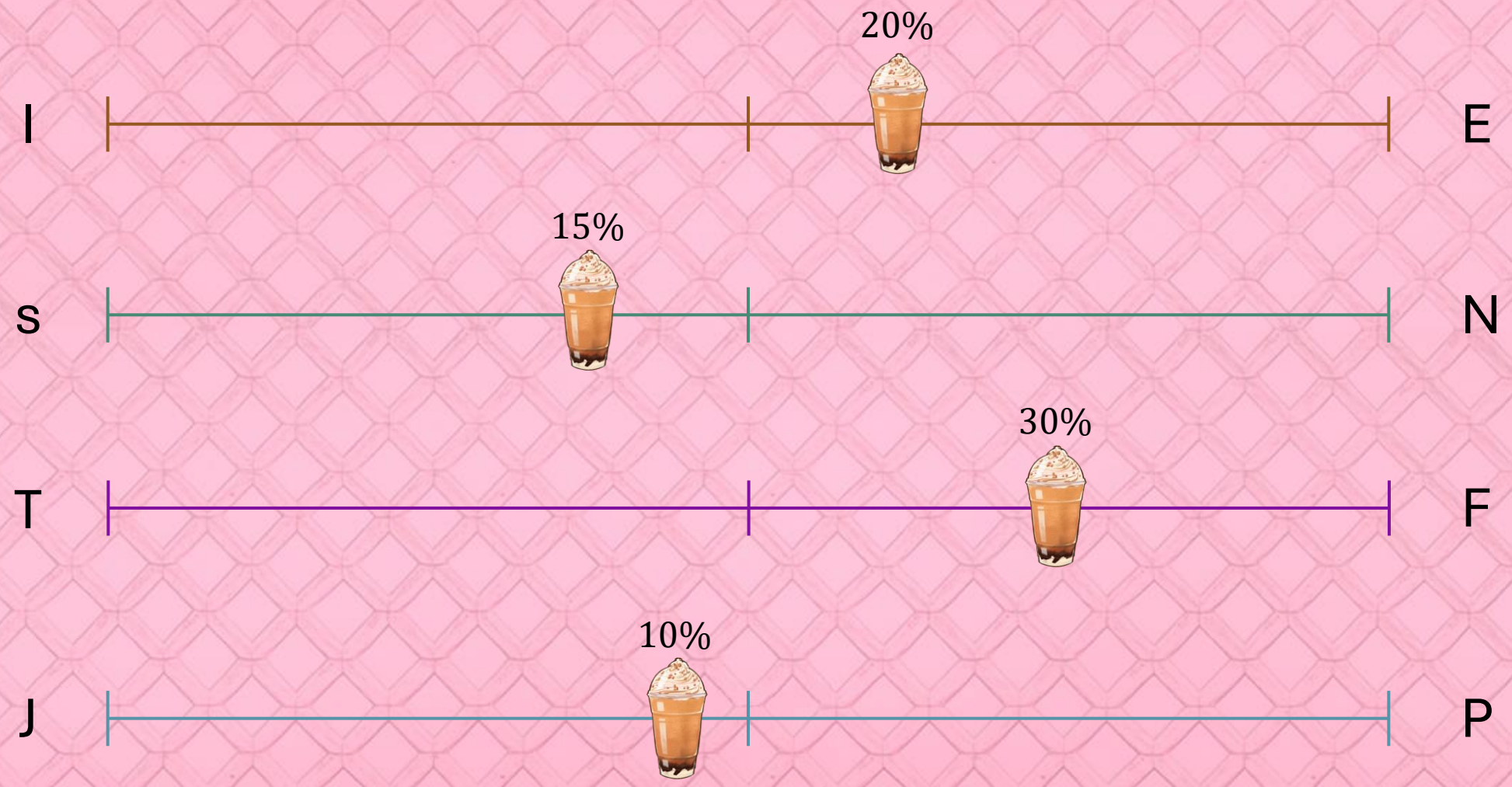
Cycling

Regular Member

4 Times a week
8h

MBTI & DGSI

Evaluation



Style of Play

Manager + Wanderer

Steady

- Evolution of the business
- More decks and cards as the game progress
- Unlocking new areas

Character & Emotion

- Customer Mood
- Sound and animations of monsters
- Idle Dialogue of Customers

Multiplayer - None

Plot

- Simple Game Context
- Easy to understand goals

New Toys

- New Location to discover
- Expanding Monster Bestiary

Temperament

Artisan + Rational

Strategic

- Deck Management
- Hiring employees based on needs
- Choosing Monsters
- Card combinations tailored to situations
- Purchasing upgrades

Tactical

- Serving customers in the café
- Knowing which machine to use at the right time
- Managing peak hours
- Adapting to challenging situations in combat
- Making choice during events

Caillois

Category	Evaluation
Agon (J)	+
Alea (P)	+
Mimicry (F)	-
Vertigo (T)	+

- Combat Against Monsters
- Randomized Building Spawn
- Strategic Deck-Building decisions
- Choices influenced by my past outcomes

- Limited Narrative options
- Decisions not driven by emotions

Lazzaro

Category	Evaluation
Hard (SJ)	+
Easy (EP)	+
Serious (IT)	+
Social (NF)	--

- Café Management
- Interior decoration

- Choosing monsters and a strategy
- No direct interactions with characters

Bartle

Category	Evaluation
Killer (J)	--
Achiever (N)	-
Socializer (S)	+
Explorer (TP)	++

- Choices have direct consequences in combat
- Discovery of numerous monsters and environments

- Each run can be different
- I manage multiples tasks at the same time

MDA+

Category	Evaluation
Mechanic (*SJ*)	-
Dynamic (*NT*)	+
Aesthetic (*SP*)	++
Kinetic (*NFP*)	+

- Combat and café management system
- Cute art style

- Decorations
- A lot of freedom for the player

GNS+

Category	Evaluation
Gamism (*E-FP*)	+
Narrativism (---*J*)	--
Simulationism (-*NTJ*)	-
Experimentalism (*I-TP*)	++

- Money to upgrade the character or the shop
- Player choices impacting progression

- Fairly simple narrative
- Unbelievable world with little explanation

LeBlanc

Category	Evaluation
Submission - *ES-J*	++
Challenge - *ENTJ/ISFJ*	+
Discovery - *E-TP*	++
Fantasy - *E-FP*	-
Narrative - *I-TJ*	-
Sensation - *I-TP*	+
Fellowship - *-NFJ*	--
Expression - *I-FP*	+

- Customization of the shop
- System that encourage the restart
- Challenging difficulty to manage well
- Numerous Biome
- Diversity of monsters

- Group Management

Octalysis

Octalysis's Core	Bartle	Lazzaro	LeBlanc	GNS +	MDA +	Caillois
Accomplishment		1		2		1
Avoidance						
Empowerment		2	2	1		1
Meaning	1	1	1		1	
Ownership	1	2	1		1	1
Scarcity			1	1	2	1
Social Influence	1					
Unpredictability	1				1	1

Octalysis

Octalysis's Core	Score
Accomplishment	4
Avoidance	0
Empowerment	6
Meaning	4
Ownership	6
Scarcity	5
Social Influence	1
Unpredictability	3

Octalysis's Brain	Score
Left	7
Right	3

Octalysis's Brain	Score
White	11
Black	5

Octalysis

ESTP

Meaning +1

S : 15% / + 1

Accomplishement +5

E : 20% / + 2
T : 30% / +3

Empowerment

E : 20% / + 2

Scarcity +5

S : 15% / + 1
T : 30% / +3
P : 10% / +1

Ownership +3

T : 30% / +3

Social Influence

Unpredictability +2

S : 15% / + 1
P : 10% / +1

Avoidance +3

E : 20% / + 2
P : 10% / +1

Octalysis

Octalysis's Core	Score
Accomplishment	9
Avoidance	3
Empowerment	8
Meaning	5
Ownership	9
Scarcity	10
Social Influence	1
Unpredictability	5

Octalysis's Brain	Score
Left	7
Right	3

Octalysis's Brain	Score
White	11
Black	5

Big 5

Neuroticism

56

Openess to Experience

84

Conscientiouness

91

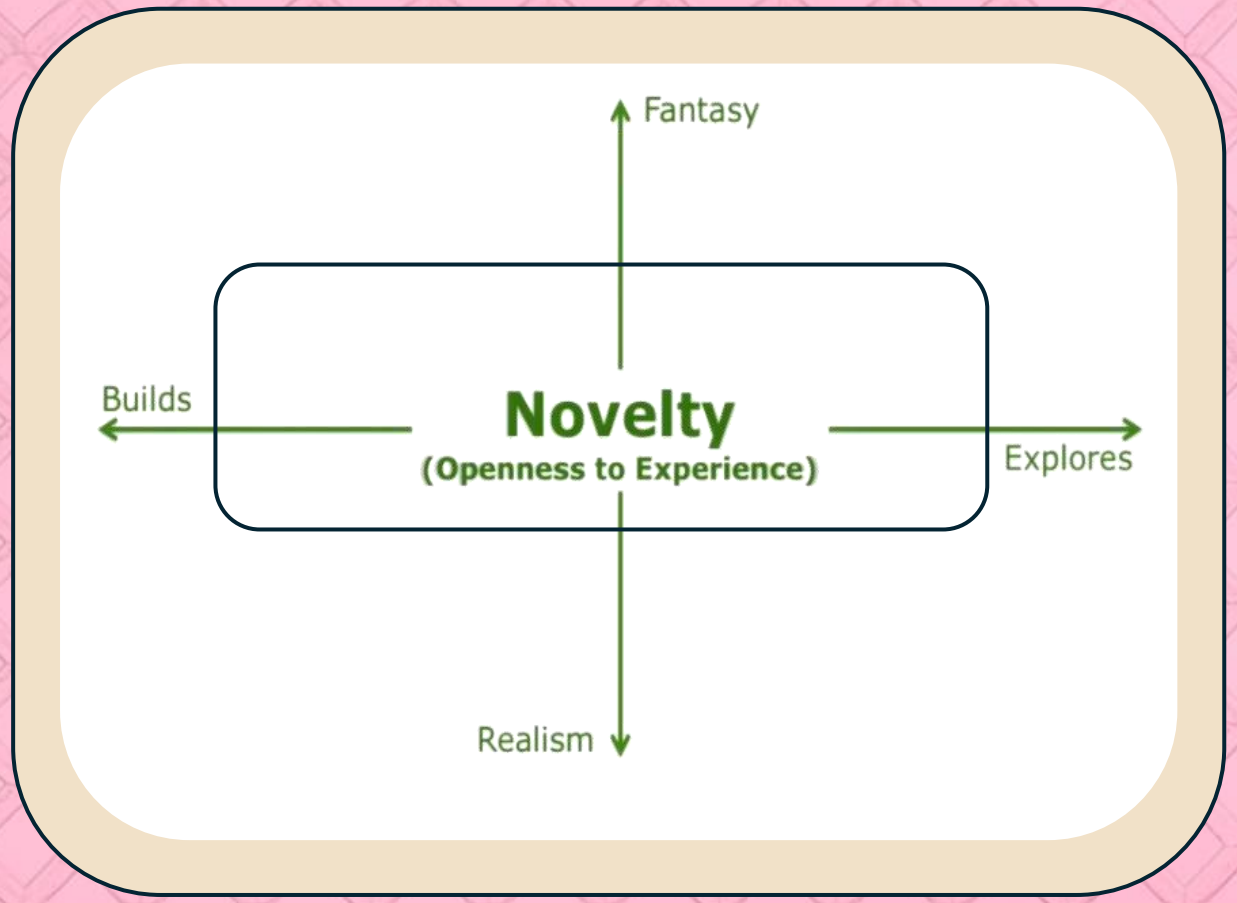
Extraversion

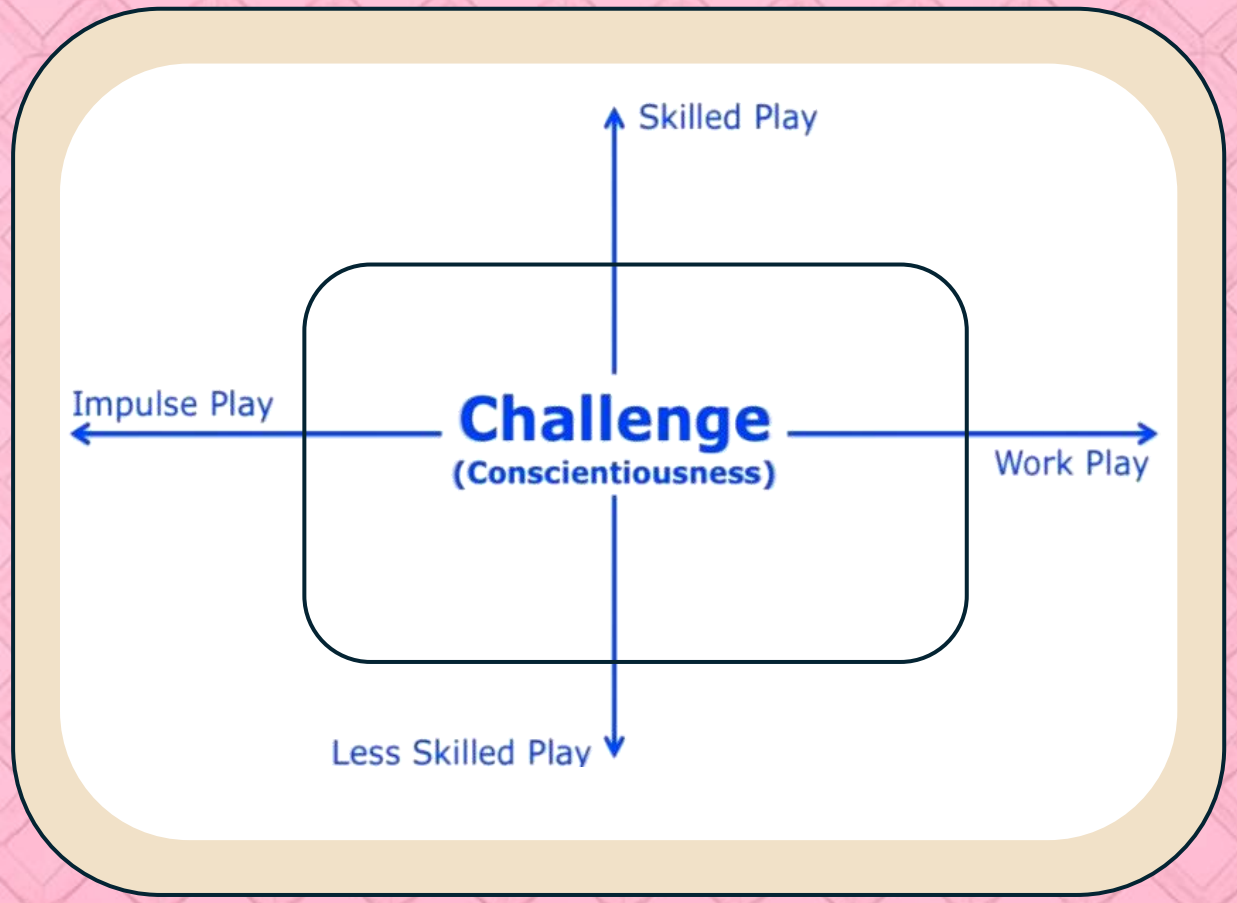
94

Agreeableness

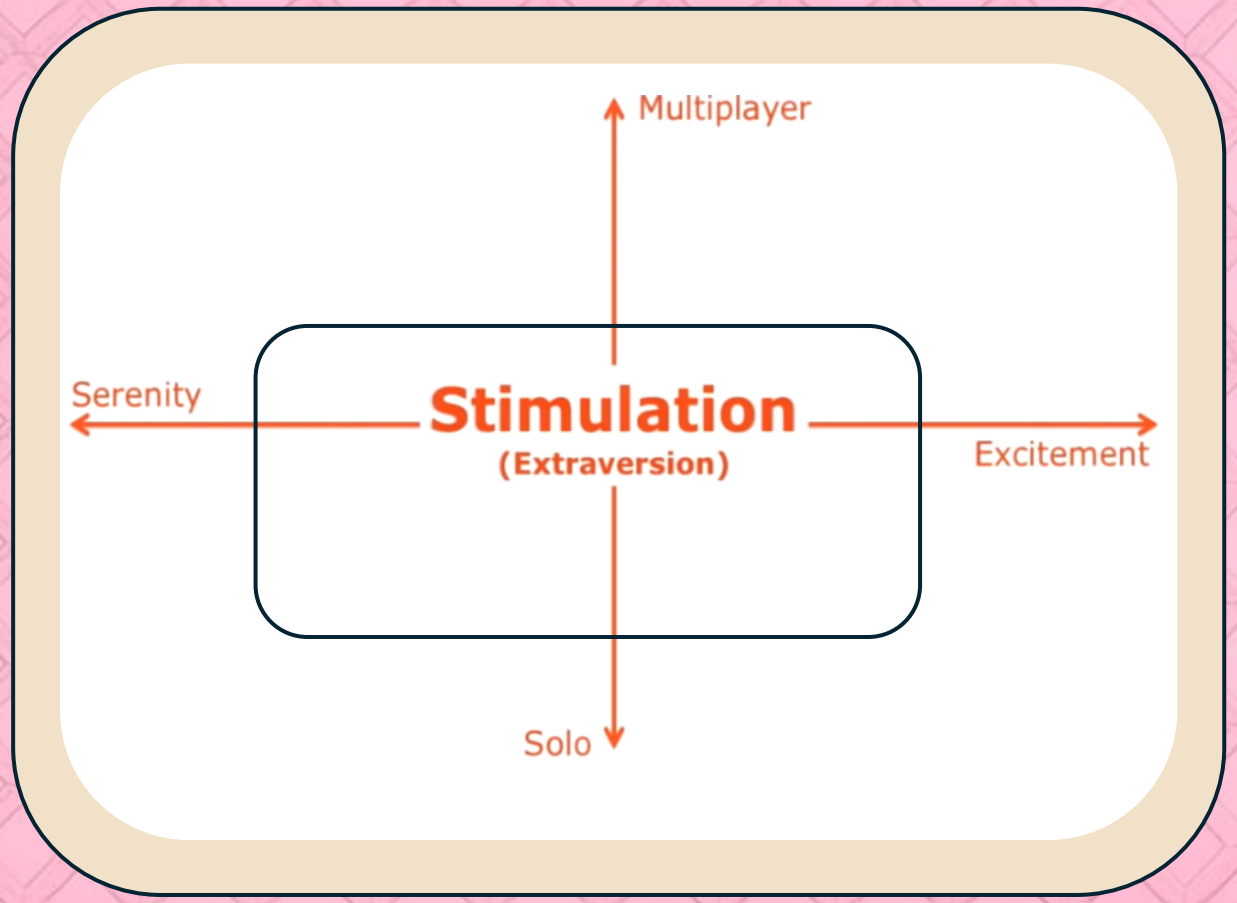
94

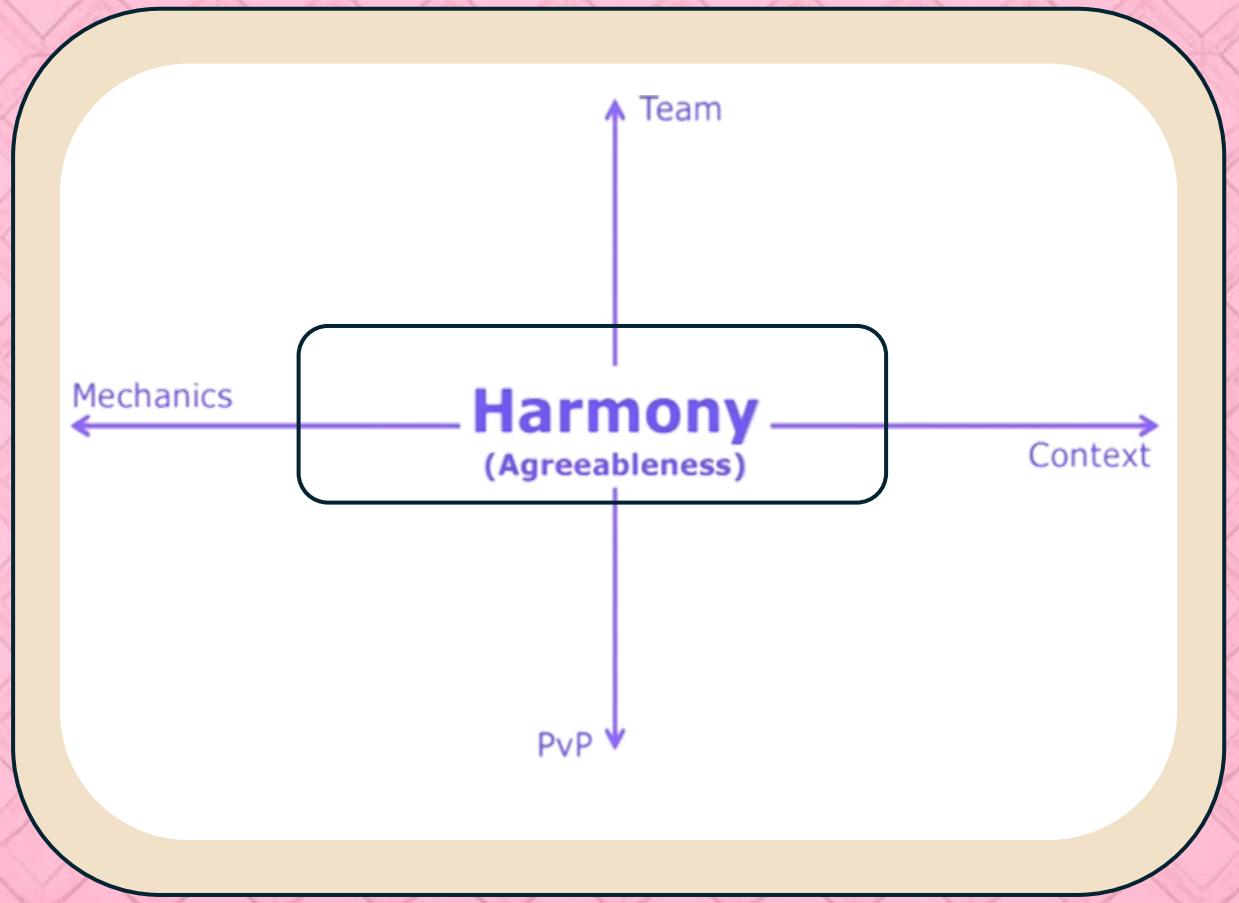
Big 5


Fantasy
Builds
Novelty
(Openness to Experience)
Explores
Realism


Skilled Play
Impulse Play
Challenge
(Conscientiousness)
Work Play
Less Skilled Play

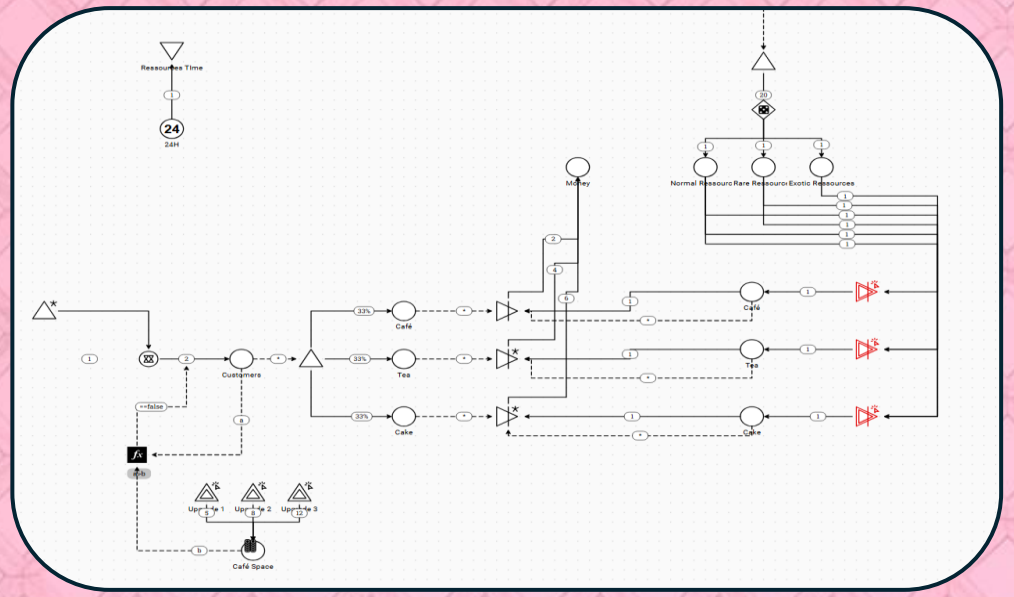
Big 5


Multiplayer
Serenity
Stimulation
(Extraversion)
Excitement
Solo


Team
Mechanics
Harmony
(Agreeableness)
Context
PvP

Excel & Machinations

Excel & Machinations



Refresh

Simulation			
Place Number	Is Free ?	Recipe Choosen	Benefice
1	No	Recipe4	3500
2	No	Recipe9	1100
3	No	Recipe7	2000
4	No	Recipe8	1450
5	No	Recipe5	2750
6	Yes	Recipe 2	4300
7	No	Recipe 2	4300
8	No	Recipe10	450
9	No	Recipe7	2000
10	No	Recipe 3	3950

Recipes	Customer Price	Polisher
Recipe 1	4 510,00	4500
Recipe 2	4 290,00	4300
Recipe 3	3 960,00	3950
Recipe4	3 520,00	3500
Recipe5	2 750,00	2750
Recipe6	2 750,00	2750
Recipe7	1 980,00	2000
Recipe8	1 430,00	1450
Recipe9	1 100,00	1100
Recipe10	440,00	450

Ingredients List	Difficulty Tier	Estimation
Meat	1	30
Vegetables	2	50
Sauces	3	70
Egg	4	90
Milk	5	110

Machinations

https://my.machinations.io/d/prod-bookperso-gd3/c120edc7ad8411efa81906fdf218a24f

Excel

https://docs.google.com/spreadsheets/d/1A-KtGL2mVECRfVQOgmAYdEqcgFImIzXUsZ0BckJZtOg/edit?usp=sharing