Hi-Tech Restaurant

SoftTech has recently won a contract to develop an app for their new hi-tech restaurant tables whose top can be used as though it were a large tablet.

Each person sitting at a table can add their food and drinks request themselves to the order for the table. They first touch the order symbol next to their place at the table, and the system will display a list of drinks in a choice of languages. They can either select a drink and add it to their order, or request a detailed description of the drink before deciding. The description of the drink will include the units of alcohol contained.

Each drink chosen is added to the person's individual order, and the cost is displayed both as the total cost for the whole table, and as an individual cost where the bill will be split individually later before paying.

Once drinks have been ordered, then a customer can view the list of starters, and can order a starter, or again view the details of any starter. The details of a starter will include how many calories per portion, a full list of ingredients and a description of how it tastes, as well as showing a picture of the finished starter.

Similarly, a main course can be ordered followed by a dessert course. At the end of the meal, the bill can be split into any combination of customers sharing a table. Customers can pay by just touching their mobile phones next to their bill.

Crab Escape

In this game the player moves a crab around the sandscape trying to catch and eat worms that live in the sand and pop up from time to time from their burrows in the sand. Each time a worm is eaten the crab's energy levels increases. Each time the crab moves its energy levels decreases. When its energy levels fall below a certain value, the crabs speed of movement decreases.

The purpose of the game is to progress to the end of the third level without being eaten by the otter. The otter loves to eat crabs, and searches for them largely using line of sight. It the otter sees a crab it will give chase. The crab's only defence is to hide behind rocks, until the otter is distracted and loses interest.

The crab successfully completes a level if it eats all the worms in that level before being caught by the otter. The quicker the crab eats the worms, the higher the score.

If the crab is eaten, it can be re-generated three times per level, but its score is decreased each time it is eaten.