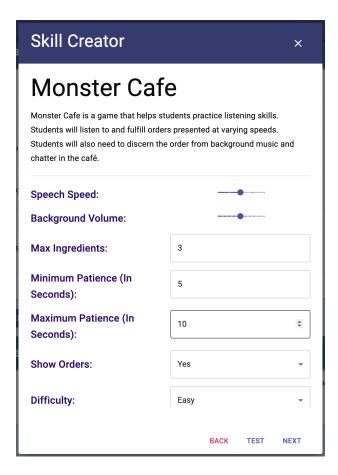# Creating Custom Skills: Monster Cafe

This document will cover how to create a custom skill for Monster Cafe, and in doing so will explain all of the configuration options for Monster Cafe.

1. This guide starts from the page of the Skill Creator you arrive at after you have selected the game (Please see Creating Custom Skills (Overview) for steps leading up to this stage)

Skill Options:

Speech Speed: The speed at which orders are presented, adjustable from .5x to 1.5x

Background Volume: The volume of chatter and ambient noise in the cafe. Adjustable from 0 to 100, 50 is default.

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Max Ingredients: The number of ingredients in each order that is placed. Students can purchase additional ingredients in the game, but orders will only use the number of ingredients specified in this field.

Maximum Patience: This is how much time the student will have to fulfil orders. When the monster places an order their patience level will start to decrease, how long that takes is determined by this number. If the time expires the monster will walk away, and a new order will be placed.

Minimum Patience: If the student performs exceptionally well repeatedly the monsters will start to expect faster service, and their patience levels will decrease gradually towards this minimum value.

Example: A student starts with monsters that have 10 seconds of patience. After a number of days of success, consistently producing orders before patience expires, the monsters patience level will start to decrease towards 5 seconds, increasing the speed at which the student needs to fulfil orders.

Show Orders: When set to "Yes" orders are visually displayed on screen while the monster is speaking, and disappear once the order is finished. When set to "No" the orders are not displayed visually at any times, increasing the difficulty and emphasis on listening comprehension.

Difficulty: This field is purely a classification, and does not affect the actual difficulty of the skill. If you design a skill that you feel is hard you can label it as such to make it easier to identify in the future.