

Sushi Restaurant Simulator

Press Release : Launches on Steam



Informations

Press Kit : [Link](#)

Steam Page:

<https://store.steampowered.com/app/4863140/>

[Sushi Restaurant Simulator/](#)

Website : www.sushirestaurantsimulator.com

Socials media : [Discord](#), [Tiktok](#), [Youtube](#), [X](#),

[Twitch](#), [Bsky](#), [Reddit](#)

Press contact email :

contact@sedna-interactive.com

About the Game

Sushi Restaurant Simulator is a cooperative restaurant management and cooking simulation game where players build, manage, and expand their own sushi restaurant.

In the game, players prepare authentic Japanese dishes, serve customers, manage inventory, organize staff, upgrade equipment, and customize their restaurant, whether playing solo or with friends. Balancing kitchen operations, customer satisfaction, and business growth is the key to turning a small sushi shop into a thriving restaurant.

Game Info

Sushi Restaurant Simulator supports 1-4 players in online co-op and is being developed by Sedna Interactive using Unreal Engine 5. The game is currently in development and features full localization across a wide range of languages, allowing players from around the world to enjoy the experience in their native language.

Customers feature integrated AI and react according to the quality of the service and food they receive. They can leave ratings or directly tell players when they are dissatisfied with their experience.

The game also includes a dynamic day and night system, with lighting and atmosphere changing throughout the day to create different restaurant moods and experiences.

The game is planned for release on PC, with potential console versions being considered for the future.

Key Features

- Online co-op for up to 4 players
- Prepare sushi, maki rolls, sashimi, yakitori, and more
- Manage ingredient preparation and cooking quality
- Advanced customer satisfaction and interaction system
- Restaurant cleaning and maintenance mechanics
- Inventory, deliveries, and stock management
- Restaurant progression and upgrades
- Character selection with 8 unique playable characters
- Extensive restaurant customization options
- Sandbox interactions with customers, employees, and friends

Studio : Sedna Interactive

Sedna Interactive started with two passionate gamers, but creating a video game initially felt completely out of reach. Then one day, we asked ourselves: why not us? So we started from scratch. We learned how to develop, design, and understand what it takes to create a game, often struggling, sometimes doubting ourselves, but never giving up. We hope to create many more games in the future and continue improving with every project to deliver the best possible experiences for players.