

Neshaten Cafeteria and Lounge

The Cafeteria and Lounge is a recreational module created for the [Kingdom of Neshaten](#) that helps take the place of a ships lone cafeteria, along with seating, and a lounge where some recreational entertainment can be played; found mainly on small to medium sized vessels. This module was put into service in EE 001-v.

About

The CaL was designed to make life easier on small and medium ship crews by combining two seperate rooms into one, giving crews the ability to not only eat but also entertain themselves during their off times. The module is designed to be easily expanded, at its default size it has a capacity of eighty but expanding it means that it can grow to having room for one hundred to even three hundred people. Expansion doesn't just include capacity, but also includes expanding the kitchen, recreational area, or even the lounge. The lounge area is open ended, meaning that it can nothing but windows for crews to see out into space, if the moduel is placed internal to the ship with no external hull then holographic windows are used to give the appearance of being near the external hull.

The module bears the shape of a Pentagon; with the cafeteria in the center and the lounge and recreational areas combined to found the outside.

Internals

The following is a list of internal rooms.

Cafeteria

The Cafeteria is where all of the food is made, it contains the main kitchen with a bar, two grills, two ovens, an ice maker and storage bin. Also has fryers, steamers, two refrigerators and one large freezer.

Essentially the kitchen is well stocked with equipment needed to feed a ships crew.

Storage

Depending on the size of the ship, storage will either be located below or above the module, with stairway and elevator access. The storage area has enough room to store up to a years worth of non-perishable food stuffs and up to five months of perishables.

Lounge

The eating area of the module, the lounge circles the kitchen with plenty of seating for personnel.

Recreational

Table top games, video games, and TV's comprise the recreational areas of the module; which are mixed into the lounge.

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