# Group Project Proposal – 3DAE

With this document you submit a “Group Project Proposal” for the 3rd year. It’s important that you take your time to fill in the proposal in detail. Based on the info and the quality of the document, we decide with the module managers whether your project qualifies for a group project.

You send the “Group Project Proposal” document, together with a working prototype build, to Alex Vanden Abeele via e-mail ([alex.vanden.abeele@howest.be](mailto:alex.vanden.abeele@howest.be)) before **02/09/2024 08:30**. On September 4th you’ll pitch this project before a jury. Afterwards you will be notified if your group project is accepted or not.

If you have any questions regarding this proposal do not hesitate to ask Alex. **Do not assume things, make sure you’re sure.**

Success in writing your Group Project Proposal!

## Students that participate in this proposal

*List here the students that participated on this proposal. Only students that really collaborated on the proposal can be listed here, do not list students that you would like to have in your team, that is not accepted.*

*Teams larger than 5 are not accepted either, so do not list more than 5 people here. It’s not needed to list a full 5-member team. If you’re with two people (or alone) that came up with a great idea and you would like to work with a team on that idea, that is perfect (preferred), enter those two names and the other students will be volunteers from 3DAE*

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| --- | --- |
| Name | Major |
| Vik Praet | GD |
| Yevhenii Ovramenko | GD |
| Adriaan Musschoot | GD |
|  |  |
|  |  |
|  |  |

## General description of the project

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| --- | --- |
| Project Name | Get Cooked |
| What kind of project/game is it? | Couch pvp/co-op |

## Description of the project

### Scene and camera description

Placed on either side of a battlefield are 2 kitchens. These are the playground for each cook (player) to prepare for battle and interact with the battlefield. The scene will be visible through a top-down camera, tilted a little bit for a nice perspective, which encompasses everything.

### Walk trough of a round of player versus player combat

As the resources (e.g. vegetables, fruits, meat, sweats) arrive on both side of the battlefield, the cooks can start preparing dishes on a set furnace of numbers. These will however not turn out to be the traditional dishes, war machines will be created. Each cook needs to always be on their toes, as you take your dish to throw on to the battlefield you might be too early or too late resulting in weaker dishes to fight your opponents perfectly cooked dish. Once a troop/dish lands on the battlefield it gains consciousness, it starts traversing the battlefield moving towards one of the opposing 2 towers. Their goal is to take one of those towers down and after that they start attacking the other persons kitchen. If the kitchen is touched with only a single bullet, then the game is over. These towers are not defenseless of course. When enemy troops enter their territory, they start shooting at them. They are however not the strongest and will need assistance from their own camp to eliminate opponents.

### Controls

Each player can control their cook with the joystick. To pick up/drop resources on the floor or a furnace, press the A-Button. To dash, press the B-Button. To throw items on to the battlefield, you hold the X-Button, you stop moving and aim. Release to initiate the throw.

### Troops

Every troop/dish will have custom speed, hit points, range, attack speed, damage, sight range, targets.

### Goal of the game

The goal of the game is to outplay your opponent and be the first to destroy their kitchen. The other person is then the looser.

### Main mechanics

Walking: to get around to your furnaces and pick up resources, you need to move.

Grabbing/dropping items: This will happen on a button press you just need to be in range of the item. If you are near a furnace, it will be put it in the pot.

Dashing: short burst of movement.

Cooking: You drop an ingredient in the pot, it will start cooking. A timer starts filling up, if you take out the dish to early or to late it will result in a weaker troop. You can also add a different ingredient to the pot which will set back the timer a little bit and the process starts again but results in a different troop.

Throwing dishes/troops: to get your troops on to the battlefield and in the right starting spot you need to aim where you want them.

Troop movement: The troops will move towards the towers of the opponent. If an enemy is spotted within its sight range, it will redirect towards it. However certain troops might ignore enemies and go straight for the tower.

## What do you want to achieve with this project?

*Describe what you expect as an acceptable outcome of your project? What kind of result can we expect?*

Our goal with this project is to develop a polished and professional game that blends the excitement of strategic battles with the creativity of cooking. We want it to feel like a finished indie product, not just a student project, with smooth and intuitive gameplay, moments of discovery and surprise, and high-quality art that enhances the overall experience.

## What are your plans with the project once it is done?

*Be realistic about this – but we do expect you to have plans with the result. Projects just for fun are nice, but we want to achieve more with these projects. Do you plan to start a company when successful? Do you intend to compete somewhere? Do you intend to sell this game?*

* Strive to reach at least finalist status in The Rookies, with a strong ambition to be recognized as Highly Commended.
* Secure a win at the Belgian Game Awards.
* Showcase this project in our portfolio to highlight our knowledge of the game development process and our skills in utilizing team management tools.

## What technology do you plan to use?

*Describe the software and hardware you intend to use and whether you have access to everything you need.*

We plan to develop the game in Unreal Engine.

Programmers: Visual studio, rider  
Artists: Maya, Zbrush, Substance Painter & Designer, Houdini (if found useful), Photoshop

## On what platform do you want to release and via which store front?

*We intend to achieve this – be realistic.*

We're planning to release the game on Itch.io, a great platform for creative projects like this, and on Steam with the school's support.

## What is the target audience?

*Make sure this is well defined. “For everyone from 7 till 77” is not accepted, this range is too broad. Motivate your choice.*

Our target audience consists of young adults and teens, specifically those aged 16-30, who enjoy competitive, strategy-based games with a unique twist. We’re focusing on players who appreciate the combination of fast-paced action and creative problem-solving. This demographic is likely to engage with the game's blend of strategic thinking and fun, cooperative elements, making it appealing to both casual and more dedicated gamers.

Attachments   
You can add additional info that enhance your project proposal; sketches, mockup, game design, life design, character design, moodboard, ...  
A drawing of a person's foot

Description automatically generated Cartoon characters with arms and arms

Description automatically generated with medium confidence