# 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*

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

## General description of the project

|  |  |
| --- | --- |
| 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. Placed in the battlefield are two towers, one for each kitchen (the layout of the battlefield is not yet set in stone). 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 number of furnaces. These will however not turn out to be traditional dishes, war machines will be created. Each cook needs to always be on their toes, as you prepare dishes to throw on to the battlefield you might be too late resulting in overcooked dishes to fight your opponent’s perfectly cooked dishes. Once a troop/dish lands on the battlefield it gains consciousness, it starts traversing the battlefield moving towards the opposing tower. When they encounter opponents, they will engage in combat with them first. Their goal is to take the tower down, when the tower gets destroyed you successfully won the game. These towers are not defenseless of course. When enemy troops enter the towers territory, it starts shooting them. It is however not the strongest and will need assistance from its own kitchen to eliminate opponents.

### Controls

Each player can control their cook with the joystick. To pick up/drop resources on the floor, table or a furnace, press the A-Button. To throw items on to the battlefield, you hold the X-Button (movement stops) and use the left joystick to aim. Release the X-Button to initiate the throw. Press the Y-Button to dash.

### 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 tower. The other person is then the loser.

### Main mechanics

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

Food delivery: trucks will deliver food to the kitchens by dropping of crates from which you can take ingredients. If the crates are empty and you are out of ingredients you need to wait for the next delivery before you can continue cooking.

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 consume the ingredient to create a dish or if a dish is ready, it will give you the dish. If you are near a table, an ingredient or a dish will be stored on the table or if something is already on the table it will give you the stored item. If you are near a crate it will pick up that crates ingredient if any are left.

Dashing: short burst of movement to the player.

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/dish. 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.

### Game Modes

For the prototype we created a Player versus Player game mode. However, for the final project we would consider adding a secondary co-op game mode, where instead of fighting against each other you fight against the environment. In which there is also a tower, and enemies are sent your teams way.

## 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 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

Hardware: windows PC/Laptop

## 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 and on Steam.

## 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 real time strategy. This demographic is likely to engage with the game's blend of strategic thinking and fun, making it appealing to both casual and more dedicated gamers. We’re also targeting people that are hungry for victory and enjoy competitive games.

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

We had no artists, have mercy on our souls...