

Further development and ideas;

- Change labels for raw food and mixtures to actual textures showing the vegetables.
- Specific textures for “PickUps” showing their icon. For the sake of finishing it earlier, I have just used one type of gameobject
- Implement a pseudo multiplayer; Steam Play Together. It should be easy, just test that inputs are ok and play with it a little bit.
- Truly online multiplayer
- play 2 teams of 2 versus 2 on the same machine using keyboard + 2 gamepads.
- Play 2 teams of 2 versus 2 on online multiplayer
- Fine tune camera pan in / out