Comp310 Demake Proposal

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About the DeMake

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This presentation will cover the Concept, Mechanics and Technical Feasibility of the game.

About Overcooked

Overcooked Examples

Image From: www.psnation.com

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Game Concept

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- The game can be co-op as well as single player.

- The players score will increase with every correctly cooked item served.

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- ► The core merchanics will be the same as Overcooked
- ► Moving items around a kitchen and doing it as efficiently as possible.
- ► The stretch goals will be to implement co-op and have different levels.
- ► Also have disasters that happen, such as fire that spawns when food is cooked for too long.

Technical Feasibility

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- The player will hit either A or B buttons to pick up and drop items.
- The game can have a detailed player sprite, consisting of 4 8x8 pixel sprites, and the tiles will be 8x8 pixels.
- The game will have pre-designed levels that the player can walk around in, and interact with certain usable cells, i.e. cooker, chopping board ect.

Technical Feasibility

The Legend of Zelda

This is a simple example of how I can create the level.

Image From: www.emuparadise.me

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- Getting the art to look correct for the food may be a challenge with the limited colour palette.
- Knowing what contents are in the burger may be difficult to indicate to the player with few pixels.