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## Report (4/29/2024):

### Overall Meeting:

Today we discussed five main ideas, which are recipe book UI, cooking and farming controls, food critics and customers appearance and preferences, money and points reward system, and sound effects. We decided to implement animations for cutting ingredients and plowing, planting, and watering plants.

(Please let us know if you have any questions on discord, and please let us know if you feel anything is out of scope)

### What we added:

1. Symbols
2. Sound effects
3. Thought bubble for symbols to be placed in
4. Points and money reward system

### What we changed:

1. Customer and critique preferences to symbols instead of words
2. All customers and critics' preferences will be random
3. We removed neither option for the type of food, so instead we will only have vegan and vegetarian options

### Artists requirements:

1. Customers and Critiques appearance
  - a. Pig & Chicken for Customers
  - b. Capybara & Giraffe for Critics
  - c. Fox for Secret Shopper
2. Symbol assets
  - a. Hot
  - b. Cold
  - c. Vegetarian
  - d. Vegan
  - e. Spicy
  - f. Not Spicy

### Programmers requirements:

1. Timer
2. Player can't move when they are in animation for cutting and planting
3. Points and reward system

### UI/UX requirements:

1. Recipe book UI

2. Thought bubble for symbols to be placed into

#### Recipe:

1. Picture of the dish
  - a. Top right corner
2. Name of the dish
  - a. Top left corner
3. Ingredients
  - a. List the items (There are more ingredients, these are just placeholder examples)
    - i. Lettuce
    - ii. Tomato
    - iii. Onion
4. What type of restriction
  - a. Vegetarian
  - b. Vegan
5. Spicy
  - a. Spicy
  - b. Non-spicy
6. Temperature
  - a. Hot food
  - b. Cold food

#### Cooking controls:

1. When the chef is cutting the ingredients, the player cannot move until the animation is complete
2. When the chef is cooking on the stove there will be a timer, the player is not restricted.

#### Farming controls:

1. When the farmer plows, plants, and waters a crop, the player cannot move until the timer is finished.
2. When the insects are on the plants, the player will use pesticides to kill them immediately without a timer, which means the player is also not restricted in terms of movement
3. When the farmer is harvesting the crop, there will be a timer but much shorter

#### Food Critics:

##### **Three types:**

##### Customers

1. Patient
2. But rewards (more points and more money)
3. Specific outfit aesthetically
4. Animals: Chicken, Pig

### Critiques

1. Less patient
2. But more rewards (more points and more money)
3. Specific outfit aesthetically
4. Animals: Giraffes, Capybara (should be wearing something stylish to signify they are critics)

### Secret Shopper (Only for level three)

1. Least patient
2. But more rewards (more points and more money)
3. Specific outfit aesthetically
4. Animals: Fox (should be wearing something stylish to signify they are secret shopper)

### Customers and Critiques Preferences:

- The way to get hints as to what the customer/critics/secretshoppers want, is through symbols which will appear above their heads in a thought bubble.
- Symbols:
  - Hot or Cold
  - Spicy or non-spicy
  - Vegan or Vegetarian

### Level 1 Requirements:

Number of customers and critiques: 5

Play time: 5 minutes

Max points for level 1: 175

Points needed to pass: 90

Customer Reward and Points Range:

Dissatisfied (Food is terrible and waited for a long time)

{Money: \$1 - \$2} [Points: 5-10]

Neutral (Food is alright and waited for a bit)

{Money: \$3 - \$4} [Points: 15-20]

Satisfied (Food is great and didn't have to wait)

{Money: \$5} [Points: 25]

Critic Reward Range:

Dissatisfied (Food is terrible and waited for a long time)

{Money: None} [Points: 0]

Neutral (Food is alright and waited for a bit)

{Money: \$5 - \$10} [Points: 25 - 50]

Satisfied (Food is great and didn't have to wait)

{Money: \$11 - \$15} [Points: 55 - 75]

Secret Shopper Reward Range:

Dissatisfied (Food is terrible and waited for a long time)

{Money: Degrades} [Points: -25]

Neutral (Food is alright and waited for a bit)

{Money: \$15 - \$20} [Points: 75-100]

Satisfied (Food is great and didn't have to wait)

{Money: \$30} [Points: 150]

Sound Effects:

Overall

- Picking up items
- Timer ringing when the timer runs out
- Cute little animal noises
- Animal's reaction when they get their food

Farming Station

- Plowing dirt
- Water pouring
- Planting noise
- Truck engine starting
- Insects buzzing
- Spraying

Kitchen Station

- Stove cooking sound
- Washing sound
- Opening Refrigerator
- Chopping sound
- Bell ringing when food is ready
- Hot Sauce noise(signifying that hot sauce is being poured in)
- Sizzling of hot/cooked food