**Post-Mortem for Cooking Game**

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Description: Cooking Chaos is a cooking game in which you cook using food and make food using other food, it’s like real life except it looks cooler.

Genre: Cooking

Mechanics: Cooking, upgrading skills, tips, and stars.

What went right: The cooking mechanics went right and still work pretty well, and even had specific graphics for different types of cooking and easily adding new recipes.

What went wrong: The serving aspect didn’t go so well, it’s a simple give something to a table and be done.

What I learned: I learned how lots of components in unity work, including scriptable objects, managers, cinemachine and much more.