

Untitled Kitchen Game

"We, Team I'm With Stupid, value the struggle that comes with growth. Be it in professional or personal, understanding what we do not understand is the first step to becoming better. It is the struggle that fuels ideas, the struggle that keeps us chasing that idea of perfection, and that pursuit is what we live for."

Project Description

Untitled Kitchen Game will be a 3D dual-stick puzzle game where the player must manage the tasks of a kitchen all while their main means of interaction is through a rope. The player controls both ends of the rope with individual joysticks and must use it to manipulate physics objects like food or dishes to keep their job.

Design Pillars

- ❖ Sorting gameplay
- ❖ Challenge in irregular movement
- ❖ Casual low stakes gameplay.

Goals for the Project

We want to make Untitled Kitchen Game to be a visually appealing game with some mechanical complexity that we can expand off of to highlight our design experience in creating a game. Building a game this way will give us a good portfolio piece we can reference without the need to dissect the games complex systems.

We plan to maintain a small scope for the game and focus on the visual experience of the player and create a replay-able experience. A small scope will allow us the time to iterate on what we have and not over-promise so we can maintain consistency throughout development.

Teams Goals

Our team consists of a strong art background and to have the game be a catalyst to showcase our potential is our main motive for making Untitled Kitchen Game. As well our team lacks programming experience so to manage a small scope without much programming expertise will allow our members to gain cross-disciplinary experience to have everyone gain some experience outside of our comfort zones. We want to make good games and to do such we want each member to understand every aspect of a game's development.

Roles and Responsibilities

Name	Role	Responsibilities	Features
Joe	Facilitator	<ul style="list-style-type: none"> - Responsible for facilitating discussions and ensuring continued progress of the team. - Manages the overall design with a focus on programming and documentation of projects. 	Order system
Adithya	Troublemaker	<ul style="list-style-type: none"> - Responsible for re-evaluating and monitoring design decisions to align with team goals. Ensure team development is on the right path. - Responsible for project voice and UI/UX design. - Responsible for overseeing and delegating tasks. 	Scoring/ Pacing System
Yihong	Specialist	<ul style="list-style-type: none"> - Responsible for the creative aspects of 2D and 3D art. - Responsible for creating a cohesive theme and feel and creating assets. - Responsible for assisting other members with programming projects. 	Flex support (Priority Rope)
Charlotte Fung	Integrator	<ul style="list-style-type: none"> - Responsible for integrating and optimizing asset integration within the engine. This includes sound effects, game scenarios, and more. - Provide support to different members in all areas (e.g. programming, asset creation, sound design). 	Rope
Lingge Zhao	Specialist	<ul style="list-style-type: none"> - Primarily responsible for 3D modeling. This includes in-game props, scenery, and more. - Responsible for creating and organizing assets. Assets include artwork, scenario/level building and design, etc. - Responsible for updating and organizing documentation. 	Two- Stage Items

Audience

Our target audience are people that are motivated by challenge and completion. The tone of the game is focused on younger gamers with its aesthetic and approachable concept of managing a kitchen.

As the focus for gameplay is the difficulty in coordination of base movement alongside an array of extra tasks, players that seek challenge will be drawn to the mastery over both the movement and stress of the kitchen environment. The balance of tasks between sorting food, getting out orders, and cleaning plates as well as the performance scoring system will motivate players that want to optimize and complete everything with the highest of efficacy while having little pressure.



Figure 1. Gameplay scene of Overcooked a couch co-op game where the players are pressured by the clock to cooperate



Figure 2. Biped is a 2 player puzzle platformer where the players act as little robots coordinating movement to solve various puzzles



Figure 3. Struggling is a co-op platformer where players control different limbs of a strange monster where players have to coordinate the limbs position on a single body to progress.

Overcooked (Figure 1) has its score system built around earning a quota each mission with money, to earn money players must submit orders hastily. We seek to emulate the stressful and complex experience of optimizing a players gameplay that will motivate the player to master the kitchen.

Biped (Figure 2) has the players struggle to move using dual stick controls to complete various puzzles. Players of Biped are often less mechanically talented with the difficulty ingrained in learning the mechanics. Our focus on the difficulty of maneuvering the rope relates to an inexperienced audience with the motive to overcome these mechanical difficulties.

Struggling (Figure 3) also plays on the niche puzzle environment of controlling the limbs of the character. Struggling's motivations lie in its challenge of movement and its motivation to preserve against the game's challenges. For our audience we want our game to attract this type of player but in a more removed setting as to remove the time commitment that more renown hard games require.

Understanding the motivation of players not familiar with games and how they become interested in games is important to learn for our futures. To design toward the less mechanically intensive audience will offer much challenge and draw us out of our comfort zones so we can grow as designers. Games made for the casual audience have a very complex mixture between visuals and gameplay which is why we believe as young designers designing for this audience will make a good portfolio piece that we can explain simply our parts and lessons in creating the Untitled Kitchen Game.

Feature List

1. Rope

The primary feature of the game is where the player controls two ends of a physical rope. The rope interacts with different objects in the world with the main purpose being to collect and deposit items.

Relation to other features

The rope is the means in which the player interacts with the world around them and is used to collect items for the NPC orders displayed by the order system.

Why we have this feature

The rope is the means that will offer challenge to the player. It is a simple mechanic that players will have to become familiar with and the players proficiency with the movement is the main motivating factor. Having our main gameplay challenge around a static unimposing challenge allows for us to design for a more casual audience and focus our efforts on the game design around the simple gameplay.

Why it resonates with the target audience

Similar games referenced earlier have this gameplay loop based around movement and coordination with little complex systems or mechanics to keep track of. The dual-stick nature of the rope's design is approachable with its simplicity and allows casual players to get a quick concept of the game to then immediately start refining their mechanics.

2. Order System

The order system is what generates and displays orders or what items need to be delivered to customers as well as controls the items stats like when certain objects are

spawned and where. The order system will operate on the different item tags to allow specification on both spawners and orders to give consistency in the game play.

Relation to other features

The order system will allow the pacing system to distribute different items to different NPC's or spawners to add more variance in gameplay. Also allow us to modify the amount of orders or their numbers to increase difficulty.

Why we have this feature

The game needs an objective and with a versatile order system we can increase the number of objectives with the pacing system to give variance to the gameplay. Having the system operate on item tags will allow us to give the levels consistency to players can predict the game state and act accordingly enhancing their agency.

Why it resonates with the target audience.

The order system gives the player a variable number of tasks and items to manage reinforcing the mastery over the game state which our target audience is motivated by. The manageable predictability allows players to effectively learn the game state while still having a sense of randomness in the game that the player must account for.

3. Two Stage Items

Two stage items are items that require an additional step before being able to be deposited. These items require certain terminals to progress. For example, dirty dishes (A two stage item) go in the dishwasher (A terminal) then after a time they are cleaned and can be deposited in the correct collection bin.

Relation to other features

Two stage items are an item but only their final stage will be detected by the order system and scoring system. The order system will manage the spawning and be able to specifically spawn or order two stage items to give more division between the spawning. The Rope will have to manipulate the object as well as maneuver around the object to release it at a terminal.

Why we have this feature

Two stage items and their terminals give more variance to the deposit gameplay that adds another task the player must manage giving more content for the player to

engage with. It also allows us to explore tasks beyond the food related items to give more variance in stages or gameplay parameters.

Why it resonates with the target audience

Adding additional tasks, the player must manage gives them more opportunities to demonstrate mastery over the game. As well the system operates on the same heuristics as the main gameplay loop with “deposit this item here” which keeps the complexity in a variety of tasks while remaining easy to learn.

4. Scoring/Pacing System

The score system will allow the player to accumulate points depending on their efficiency in depositing orders, time bonuses and combo bonuses as well as other events. The scoring system will also display to the player the actions that reward the player and how much they reward. The pacing system will manage what events are spawned at different time intervals during gameplay.

Relation to other features

The score system will keep track of when an item is deposited with the order system as well as the items in the order. It will also keep track of incorrect orders submitted and apply certain punishments based on different set punishments.

Why we have this feature

Designing for an endless game experience allows for us to focus more on the gameplay and how the pacing of a game session would be experienced. The score system reinforces the base gameplay of depositing the proper items and encourages mastery over the rope movement.

Why it resonates with the target audience

Having an endless style design and a score gives players a quantifiable metric motivates the mastery completionist type of player to continue playing the game. This metric also gives the player direction to what they need to improve on acting as a teacher. The endless style allows for the game to fill a short time period allowing for quick light play sessions to not feel like a commitment for a casual player.