

# DUNGEON GOURMET

CHLOE LI

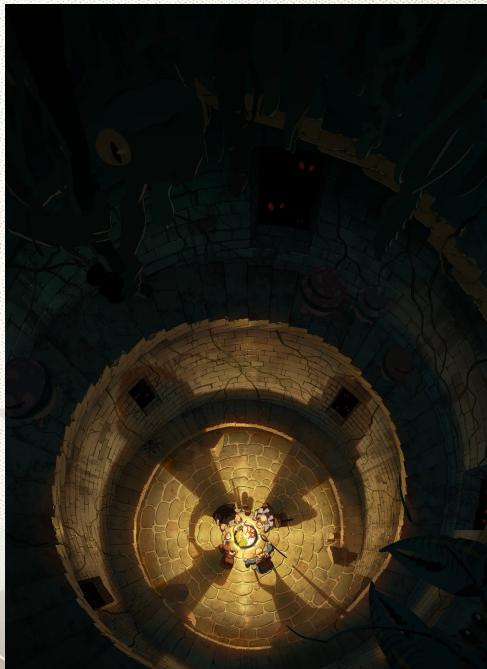


# DUNGEON GOURMET

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*Inspired by*  
**DELICIOUS IN DUNGEON**





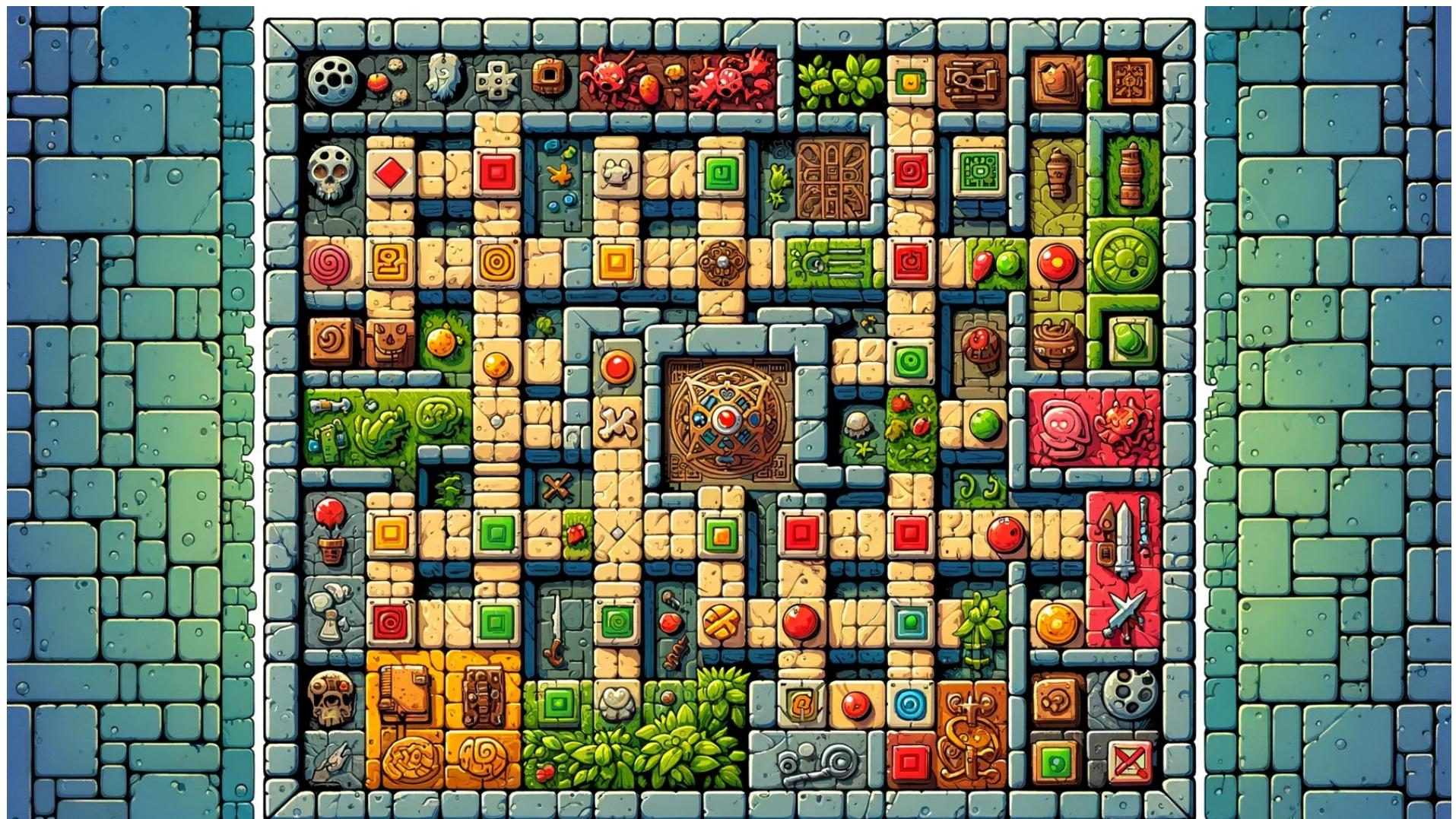
## Rules

1. Roll a die to move through the game board
2. Gather ingredients by battling monsters/foraging
3. Collect recipes along your journey
4. Battle monsters by rolling a die
5. Cook whenever you collect enough ingredients  
for your recipe



### Rules

Roll a 10-sided die to move  
through the **GAME BOARD**



## 3 TYPES OF TILE

Time for combat



You get an ingredient  
(usually veggie)

You get a new Recipe



### Rules

Roll a 10-sided die to battle the monster  
Because you're in the dungeon, so you  
will likely be getting this ~

Roll any number higher than **3** this to beat this dude !



If you are lucky enough, this monster will drop this **DRAGON DRUMSTICK**





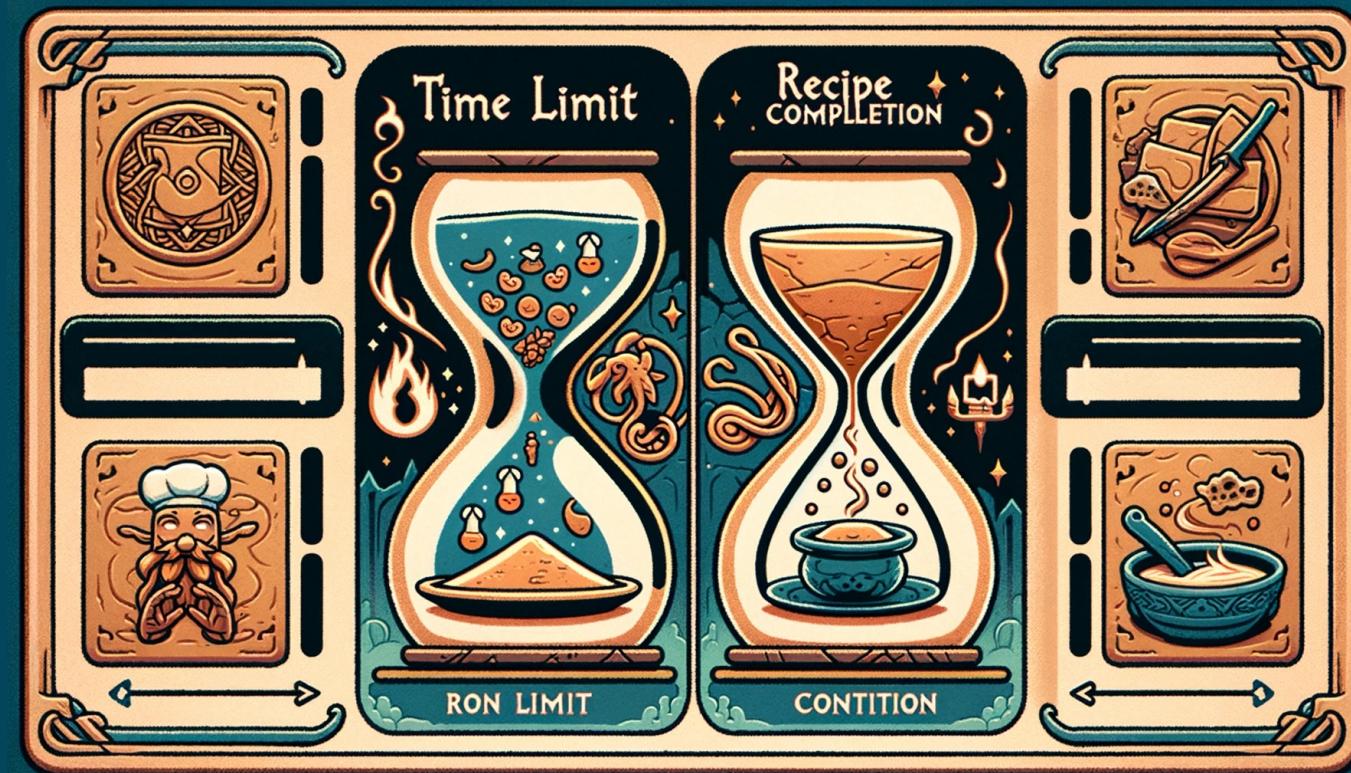
## Rules



After gathering all the ingredients required for your recipe, you can now begin cooking



The player who completes the most recipes  
within the time limit **WINS** !



# FEEEPBACK



- Hard to track health
- Oh, I like that anime
- It's too hard to win
- 
- 
- 



# CHANGES

- Deleted the **HEALTH** system, because it makes the gameplay tedious since we need to be constantly tracking the monster's hit points
- Change the win condition from finishing all recipes to having time limit (**30 mins**) and whoever finish more recipe **WINS**
- Be more flexible with the ingredient choices, changed from 4 ingredients for each recipe to **2 OR 3 VEGGIE + 1 MEAT**  
(not vegan friendly)



THANKS FOR WATCHING!

Rules

Rice

Cooking