**Menu Mechanics**

The main menu presents the player with Play Game, Settings, Controls, and Quit.

Play Game brings the player to a level select screen, like maps common in many games. On this screen, the player is presented with a window. On the left, the player will view their character and its information. On this side, the player can select the Iron Chef’s costume (if we decide to have Skins), as well as the augment they wish to take into the level. On the right side of the screen, the player is given an overview of what they are doing, including what dish they are making and what ingredients they will need.

Settings presents options to the player, including Volume controls, brightness, etc.

Controls shows the player controls for the game. The player should be allowed to change key bindings, however this is a secondary goal to other parts of the game.

Quit exits the application.

**Mid-Level Mechanics**

**Movement**

Player movement will be controlled by WASD/LeftStick. Movement direction will be relative to character facing, which is controlled by Mouse/RightStick. Movement speed will not be impeded by direction of movement (i.e. moving towards camera causes player to turn and run, not a backpedal)

The player can also move by sprinting. This will drain some stamina (see character statistics). This follows the same movement rules, however is at a faster pace.

The player can get a burst of movement by rolling. This reduces the size of the players hitbox and causes them to quickly move in the direction specified by movement controls. There is a small “delay” after emerging from the roll.

**Player Combat**

The character has two basic attacks.

The first is a basic melee attack, which will be accomplished by box casting on an animation event for the character. This has relatively no cooldown apart from the animation time itself. Movement is slowed to near 0 while attacking.

The second is a ranged basic attack with a small cooldown. This throws a projectile stopping on the first collider hit. It deals moderate damage, and otherwise has no effect. It has a 3-8s recharge time, which will change depending on gameplay testing

The player will also have an augmented power. It can be active or passive

An active power could take many forms. It could be a temporary self buff, an attack, or some other form of power. In either case, it will have a charge up time before use, depending on the attack, that slows or stops movement speed during the charge. The power then activates.

A passive power has no activatable component, and instead provides a constant power boost of some kind to the player.

**Other Player Actions**

When not moving or fighting, the player can forgo some resources gathered to restore hitpoints. This reduces progress on a particular level objective, which can be a benefit or a detriment, and restores hit points. Ingredients required for the level restore more hit points than ingredients that should not be included in a dish. (Ex: a dish requires eggs and cheese. The player has gathered eggs, cheese, and grits. Eggs and cheese eaten by the player restore more health than grits) Food cannot be eaten if the player is undamaged, and has a moderate cooldown before being able to eat more food.

**Player Statistics**

The player has several statistics being tracked throughout the level.

Health: The player has an amount of health. This will be regenerated automatically over time to 30% of maximum while out of combat, but will not restore automatically if the player is above 30% hp.

Stamina: The player has an amount of Stamina. This is used to sprint and roll. The is recharged to full quickly while not rolling or sprinting

Level Progress: The player must acquire certain amounts of ingredients to complete their dish and avoid ingredients not required for the dish. The player will see this progress on their HUD. (ex: 0/10 Eggs, 4/5 cheese, 12/6 bacon, 16 non-required).

**Monsters**

Food Monsters are present throughout the level. Each monster follows a generic set of behavior. They have an aggro range, a distance that they will begin to pursue a player, and a leash range, a distance from their aggro point that they will stop pursuing the player.

In combat, monsters have generic statistics, including health and speed. Some monsters may have 0 speed, indicating a stationary creature. Creatures have a basic attack, which turns on a trigger on their attack if it is melee, or spawns a projectile if it is a ranged attack. When a projectile or a melee trigger collides with the player, damage is applied to the player. If an attack has other effects, like a slow or a knockback, they are applied to the player. The attack is then put on a cooldown.

Some monsters may have other powers. These operate like player powers, being either passive or active. In general, monster powers will also be attack types, but with different targeting rules. For instance, an egg monster may begin rolling around the arena, damaging enemies it collides with. A tamale may put down a ring of fire for a duration.

When a monster is slain, its level progress is immediately added to the player’s progress.

**Completing the Level**

The player begins the level next to a cauldron somewhere on the level. The player may return to the cauldron at any point during the level. A obvious specified “end point” near the cauldron can be stepped on, triggering a dialogue to either complete the level or continue on if it was accidentally approached. If the player chooses to end the level, they are scored on their dish, finishing the level.

**Post-Meeting Edits**

2 new basic weapon types: Rolling Pin, filet knife.

Each basic weapon type has its own basic attack pattern.

Cleaver is normal speed, normal damage.

Rolling Pin is slower but higher damage

Filet Knife is faster but lower damage

Some ingredients will drop different ingredients when damaged by certain weapons (ex: When a Crustacean dies, if a majority of its damage was from the rolling pin, it drops crab meat. If the majority of damage was from the cleaver or filet knife, it drops bread). Some ingredients do not change their type when damaged, such as bosses, allowing the player to fight with whatever they prefer. If an ingredient is killed with no basic weapons or it is a tie, it is chosen at random.

Some enemies will have weak points to different weapon types. (ex: Crustacean claws are vulnerable damage to the rolling pin) Some will have general weak points to all damage with the exception of AOE powers.

Each level will have a “secret ingredient”. It will be hidden somewhere in the level. It will either be a secret boss that drops an ingredient, or a pick up collectible that can be guarded by a throng of enemies or completely unguarded. Picking up the secret ingredient boosts the score for the level. In a 3 star system, this would allow the player to get the coveted “4 star” score.

All player powers equipped will now be active effects. These can be attacks, self buffs, or enemy debuffs of various kinds.

The player will now pick and bring up to 3 pieces of cooking equipment to the level. Each of these will provide a passive benefit. The player can choose to lose some ingredient progress, in the exact way as the eat mechanic, to boost this passive effect for a duration on a moderate cooldown. For instance, the player might bring along the oven. The oven allows the player’s attacks to apply a stacking dot. Feeding food to the oven causes the dot to deal more damage per stack for X seconds.

**First Experience**

In the tutorial level, the player will first be presented with the play menu, in which they will be directed to select 1 kitchen appliance and a default power. These will be explained generically without specific controls or effects explained yet. (this is the power you will bring. This is the appliance you will bring)

Upon loading in the player is taught the objective: to create a dish. The player is then presented with movement and sprint controls

After running to a checkpoint, a small, non running, non attacking foodmonster appears. The player is taught how to swing their attack.

Next, a moving monster appears. The player is taught how to throw the frying pan and how to switch to different basic weapon types.

Next, the player encounters a group of small non attacking enemies. The player at this point will be taught to use their power, which should either be an aoe attack or a self boost.

The player is then presented with a slow moving, low damage enemy. They are taught how to roll to dodge enemies. After slaying the monster, it is explained how some enemies can drop different food types when slain with different weapons.

The player at this point is also taught how to eat food to heal, or eat food to power up an appliance.

The player will continue running and fight a few monsters. At some point, there will be a secret path through some trees, not obvious immediately. A voiceline will prompt to be on the lookout for secret ingredients in the level to take the dish to the the next level of deliciousness

Finally, the player will encounter a boss. The boss will have a basic attack and a simple “Don’t stand in the fire” type mechanic. After slaying the boss, the player finds their cauldron beyond the boss room, where they can end the level.