mmm... SOUP documentation

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December 11, 2022

mmm... SOUP is a game in which you collect letters out of soup to create words. It consists of five levels, each with various features that make collecting the letters the player wants challenging, forcing the player to get creative with words when they pick up letters they don't intend.

1 Technology used

Godot	A game engine, used to produce the actual game
Blender	3d modelling software, used to produce most of the 3d art
Garageband and Bitwig	Music production software, used to make the music (Though it wasn't produced specifically for the game, Henry Rovnyak made the songs years ago for fun and repurposed them for the game)
Paint Tool Sai	Digital drawing software, used to produce the cover image
Photoshop	Photo editing software, used to produce the cover image
Audacity	Audio editing software, used to make some of the sound effects
Geonkick	A drum synthesizer, used to make the rest of the sound effects
LaTeX	A document preparation system, used to make the documentation

2 Copyrighted material used

List Of English Words	A list of english words, used for scoring and verifying that words are valid	`https://github.com/dwyl/english-words`
Coconut Tree	A 3d model of a palm tree, used in level 4	`https://skfb.ly/6WGQx`
Water pool	A 3d model of a pool, the ladder and flamingo were used in level 4	`https://skfb.ly/6WKF8`
Pool Lounge Chair	A 3d model of a pool lounge chair, used in level 4	`https://skfb.ly/6WKF8`