

GDD - 24 / 05 / 2021

Game design document

COOK IT RIGHT



Mechanics

- Cutting food
- Throwing food
- Cooking food

Gender

- Simulation / Casual
-

Perspective

- 3D - Virtual Reality

Platforms

- Oculus Quest

Artistic look and feel

- 3D low poly
- Colorful

Audience

- + 7

Camera Usage

- First person view Virtual Reality

Controls

- Oculus Quest controller
 - Grab Trigger Press - Grab object
 - Grab Trigger Release - Release object
 - Joystick - Move grabbed object

Hardcore vs. Casual engagement

- 50/50

Monetization

- None