* Title: *SS. Calzone*, an action game set in a large space station restaurant that is being besieged by asteroids. The restaurant struggles to stay open since it sits right outside the asteroid belt, but nevertheless you as the cook are working hard to make sure the few customers you do get are happy.
* It will be similar to games like Overcooked or Papa’s Pizzeria, but as a 2D platformer with variable gravity.
* For this project, the features I will need will be:
  + Ingredient objects that can be combined onto pizza objects, that know their own contents and can be placed in a delivery zone where they will be compared with a customer order to see if they match.
  + A timer that adds to itself every time an order is completed - the game ends when you run out of time, your score is based on how many orders you complete and how quickly you do so.
  + Asteroid items should fly through the restaurant and cause the player to become stunned, dropping their order.
  + The player will automatically hold pizza dough, they will grab other ingredients to place them on their current pizza order.
  + They can throw away ruined orders by taking them to the trash chute
  + Ingredient spawners where you acquire ingredients can be hit by asteroids, sending ingredients flying and temporarily disabling spawning.
  + Player character should be able to adapt to gravity that flips periodically due to the restaurant’s run-down nature?
  + The ability to change the gravity factor of all physics objects at different points throughout the game?
  + Player could be able to throw ingredient objects that they are holding?
* Groups: I would like to do this project solo.