## High Concept Statement:

The theme of our game is a cooking simulation that combines elements of strategy and time management, where 2 players battle out to create smoothies based on random ingredients they pick through randomised cards, the best and tastiest smoothie wins.

We bring a unique style to cooking simulations, with our mechanic to use random ingredients that are given to you with cards, and the competitive turn based multiplayer style gives a more competitive sense to our game.

## Game Rules:

### Setup Instructions

* At the beginning, players choose between characters 1&2 they want to use.
* The 1st Player to be spawned into the kitchen, which is the game environment, is completely randomised.

### Gameplay Sequence

* In order for the round to start, players must head to the counter at the centre of the game to choose their ingredients.
* Players have 15seconds to pick 5 cards representing ingredients for their smoothie.
* The cards show no information until chosen.
* Once you collect the ingredients you have to transport them to the blender
* When the 15 seconds ends and you haven’t picked 5 cards in total, random ingredients will be given to you.

### What players can do

* Players can interact with the counter containing the cards/Ingredients.
* Interact with the Blender.
* Players can walk around the kitchen to get to the areas needed.

### Victory Conditions

* In order to win one of the players has to make the best smoothie

### Interactions

* Players can interact with counters that contains either the blender or the cards/Ingredients.