Prototype Explanation and Personal Assessment

I based this prototype on the game Overcooked, as I had played it a while ago, so this prototype is a simplified version of it.

I started it step by step, adding the assets, creating the character and its interactions, the ingredients and recipes (structs and enums). Then, I created the food actor and all the logic for cooking the ingredients to generate the food. I did all of this in a replicated way to avoid redoing much of the logic. Then, with everything working, I created the ingredients spawn, so that the gameplay would have an endless loop, because if there were no ingredients, the player would have nothing to do in the level. Then, I created the gamemode to start the gameplay by sending the recipes and setting the players in their appropriate player start, game state to pass the recipes from table to table and validate if everything is going well, and the player state to store the points.

This project pushed me to think quick and come up with strong multiplayer prototype under tight deadlines. I'm really pleased with how things turned out, I did everything and thats work well. On top of that, I gained some amazing experience with time optimization and how to organize a good workflow inside a small deadline, I am very satisfied!