CRYPT COOKING

Synopsis

You play as Taylor an apprentice chef who arrives at the giant giant's tavern to learn from a famed magician chef who hosts a feast there every year.
However when you get there the place is a total mess, well more than usual anyway,
and the chef's entourage are struggling to get everything done for the feast without them.

Will you be able to find everyone to complete the yearly food festival in time?
Will you unlock the Hall's secrets and solve the master chef's disappearance?

Core Gameplay Loop

Exploring → Cooking → Learning → Collecting → Exploring

Exploring
Collecting
Core Gameplay Loop
Cooking
Learning

The intended audience is kids 6-12 years old

Visuals are mix of simple 2D illustrations and 3D environments in a style familiar to the Paper Mario series.
It should be visually clear to parents that this is intended for their children.

With the goal of promoting the cultivation of interest in home cooking and nutrition.

Exploring plays as a 2.5D platformer with levels made in a interconnected Metroidvania type game with various room puzzles. As the player explores they will uncover areas with cooking ingredients to collect.

At the center of the map is a hub area where the player returns to drop off their cooking ingredients. In this kitchen the player is shown illustrations on how to prepare certain meals just as it would be done in real life. Afterwards they can cook by selecting each step in the correct order and performing a quick-time-event

Gameplay naturally flows between activities of different levels of intensity to keep the player from boredom/exhaustion and keep the player engaged whilst letting them play at their own pace.

As players explore and collect their inventory will fill up inviting the player to to stop and spend time on learning/cooking recipes they've unlocked. This stops players from being exhausted from always searching and platforming.

inversely we players will be encouraged to go back to exploring after they've exhausted their accumulated ingredients from learning/cooking to go back out to find more ingredients. This stops players from feeling bored from less intense moments.

Additionally, there is the "one more turn" factor of showing new recipes as ingredients are collected and new ingredients players will find in the new areas they've unlocked through cooking the new recipes.