Cooking Lab

Marie GREINER

About me...

- Background in socio-professional integration

- I'm from Bordeaux

The game :

- The point of Cooking lab is to guess all the ingredients of a pastry recipe.

- The player has to select all the thumbnails of the ingredients needed.

- I wanted to make a little quizz but with a bit of singularity.

Challenging part :

- The most tricky action was to play the different "rounds" with all their elements : recipe / list of ingredients / button "SUBMIT" & his action.

- I had to create a function "levels" and display all the elements in it by calling other functions.

Mistakes :

- My biggest mistake was to mixed up the different elements into the levels…
  : allday to clean it! (with a little help…)

- I figured the instruction : "One function = one action"

Demo time :

Link to the project : [Cooking lab](#)

Bonus :

- Improvements :
  - ★ Fix the flexbox
  - ★ Work on the display to make the game easier to play

- To go further :
  - ★ Insert some themes : pastries, sauces, plates by nationalities...

Cooking Lab

Marie GREINER

Thank you everyone!