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KEY WORDS: Constraint and Colony

Short Description & Main Mechanics

What genre of game are you going to make?

Top-down isometric singleplayer cooking/management game in the style of the Overcooked games.

Describe the camera, character and controls (3C's)

The camera is top down isometric 3D camera, looking into a kitchen room.

The player plays a prisoner chef.

Standard WASD movement controls, 'E' to interact with objects like picking ingredients from the freezer or catching tiny critters to be used as ingredients. 'Space bar' can then be used for more process based actions like cutting something up on the cutting board. No camera controls are needed since the camera stays in one point.

What is the goal of the game? How do you beat the game? How can the player fail?

The goal of the game is to collect as much cigarettes (money) by completing timely and successful orders as well as getting a reduction to your sentence time until you reach zero whereby your free to leave the prison and the game will end.

The player can have their sentence time extended if they bring in the wrong order for one of the prisoners or cause a raise in prison unrest by giving an order with unfavorable ingredients like rats, snakes, roaches, etc. A way for the player to actually fail the game is by raising the prison unrest too high or serving an order with unfavorable ingredients to one of the prisoner guards.

Serving guards orders made from premium ingredients will give you a bigger reduction to your sentence.

Describe your main mechanics. Avoid the use of non-descriptive terms such as puzzles, magic, spells …
Describe how the puzzle would work, what the spell does …

The primary mechanic is completing orders, prisoners will come to the counter with a certain order in mind like meat, soup or vegetables. The players task is to complete these orders with the ingredients they got on hand. The player has access to a freezer with premium ingredients in the corner of the kitchen, however to get one they have to pay up a pretty sum of cigarettes. The other option and more cost efficient is to catch one of the many vermin running around the kitchen or harvest odd mushrooms from the corner of the room.

Using both sorts of ingredients they can complete the order, however using unfavorable ingredients will cause the prison unrest to gradually rise, give you the bare minimum of a sentence reduction and a small/or no amount of cigarettes. While using premium ingredients, they get a decent reduction in both sentence time and prison unrest as well as a good amount of cigarettes.

So the core gameplay loop is to run around the kitchen catching ingredients and then preparing them following the instruction by cutting them up, frying or boiling them. Cooking them wrong will cause more prison unrest because you might have actually accidentally killed a prisoner. Some of the living ingredients like scorpions can sting and stun you for a moment, causing you to waste time, so you can only catch them if your behind them.

A management mechanic is formed where the player must manage how much trash ingredients they give to the inmates and how much of the premium ingredients. To collect more cigarettes or avoid causing too high of a prison unrest.

What is the focus of your project, which aspects of your game would you like to prototype? Which scope do you have in mind?

Main prototype scope:

1) Working player character
2) 2 low quality ingredients
3) Finished cooking mechanics (pan, knife)
4) Prisoner characters
5) Order system
6) Prison unrest system
7) Working UI
8) Sentence mode
9) Sentence system
10) 2 premium ingredients

Optional prototype scope (if I got the time):

1) Multiple day levels
2) Guards characters
3) Additional living ingredients with hazards
4) Additional dishes
5) Additional premium ingredients
6) Multiplayer capabilities