

Cook Book Simulator

An Immersive, Learning-Focused Cooking Game
Developed in Unity — Led by Muhammad Ilyas



Click to play screen.

An immersive culinary simulation that turns
learning recipes into gameplay.

Project Overview

Cook Book Simulator is an immersive memory-based cooking game developed in Unity as part of a collaborative team effort. The project was aimed at creating an engaging educational experience that teaches players how to cook—not by simply following instructions, but by actively remembering and applying key recipe elements in a pressure-driven kitchen environment.

As the **Team Lead and Lead Developer**, I was responsible for guiding the overall development process, designing core gameplay mechanics, and implementing key systems that challenge memory, timing, and decision-making in real-time. Key gameplay features include:

- A two-phase flow: recipe learning followed by memory-based recreation.
- An interactive kitchen with multiple cooking stations.
- A grading system that evaluates accuracy, efficiency, and execution.
- Custom-designed UI, animations, and audio for a polished player experience.

Features Highlights

CookBook Simulator is packed with thoughtful systems and mechanics, all designed to turn recipe learning into an engaging and rewarding challenge.



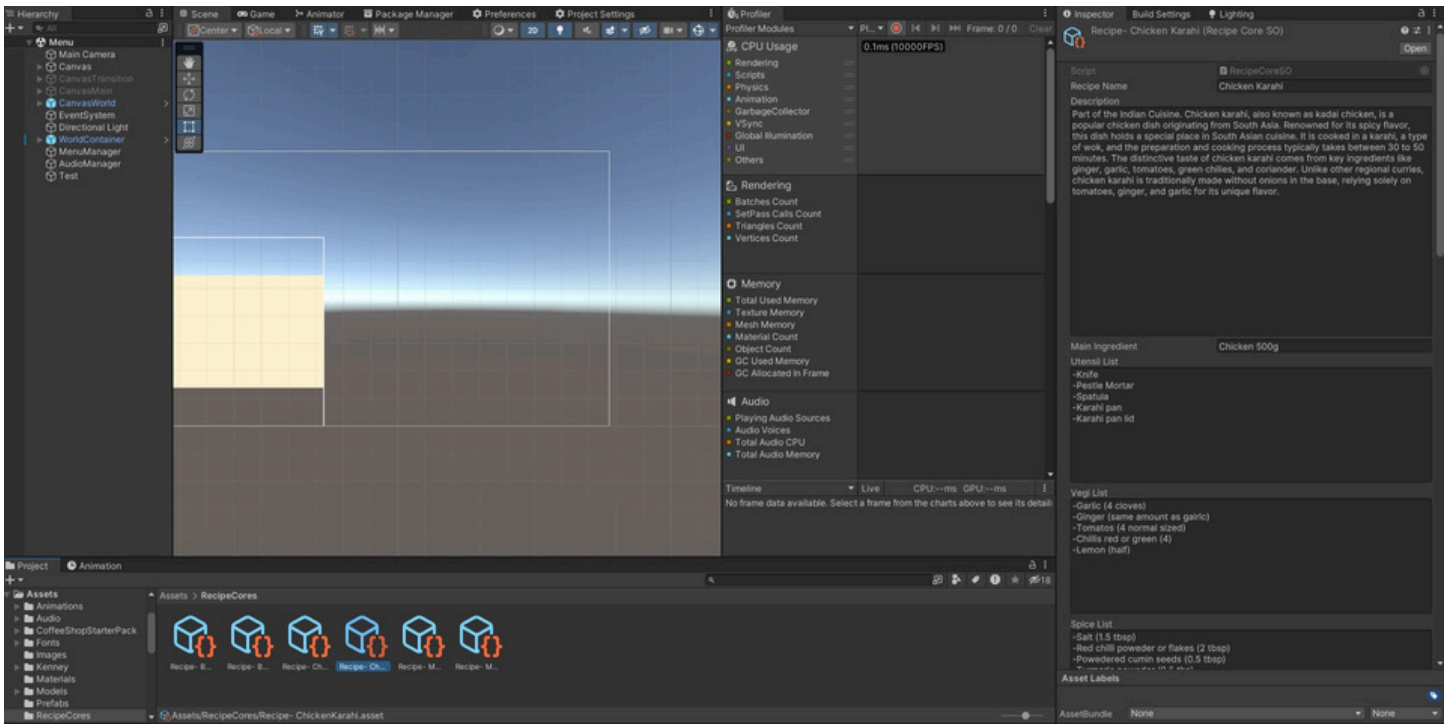
Animated UI & Menus

Smooth, visually engaging menu transitions for a polished experience.



✓ Modular Recipe System

Easily expandable recipe framework using ScriptableObjects.



✓ Detailed Recipe Viewer

Step-by-step instructions, ingredients, and visuals presented before the challenge.

Chicken Karahi

[Cook It](#)

Recipe description

Part of the Indian Cuisine. Chicken karahi, also known as kadai chicken, is a popular chicken dish originating from South Asia. Renowned for its spicy flavor, this dish holds a special place in South Asian cuisine. It is cooked in a karahi, a type of wok, and the preparation and cooking process typically takes between 30 to 50 minutes. The distinctive taste of chicken karahi comes from key ingredients like ginger, garlic, tomatoes, green chilies, and coriander. Unlike other regional curries, chicken karahi is traditionally made without onions in the base, relying solely on tomatoes, ginger, and

Items needed:

Main Ingredient: Chicken 500g

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Chicken Karahi

[Cook It](#)

Utensils	Vegetables	Spices
-Knife	-Garlic (4 cloves)	-Salt (1.5 tbsp)
-Pestle Mortar	-Ginger (same amount as garlic)	-Red chilli powder or flakes (2 tbsp)
-Spatula	-Tomatos (4 normal sized)	-Powdered cumin seeds (0.5 tbsp)
-Karahi pan	-Chillis red or green (4)	-Turmeric powder (0.5 tbs)
-Karahi pan lid	-Lemon (half)	

[Back](#) [Scroll up and down on the recipe box](#)

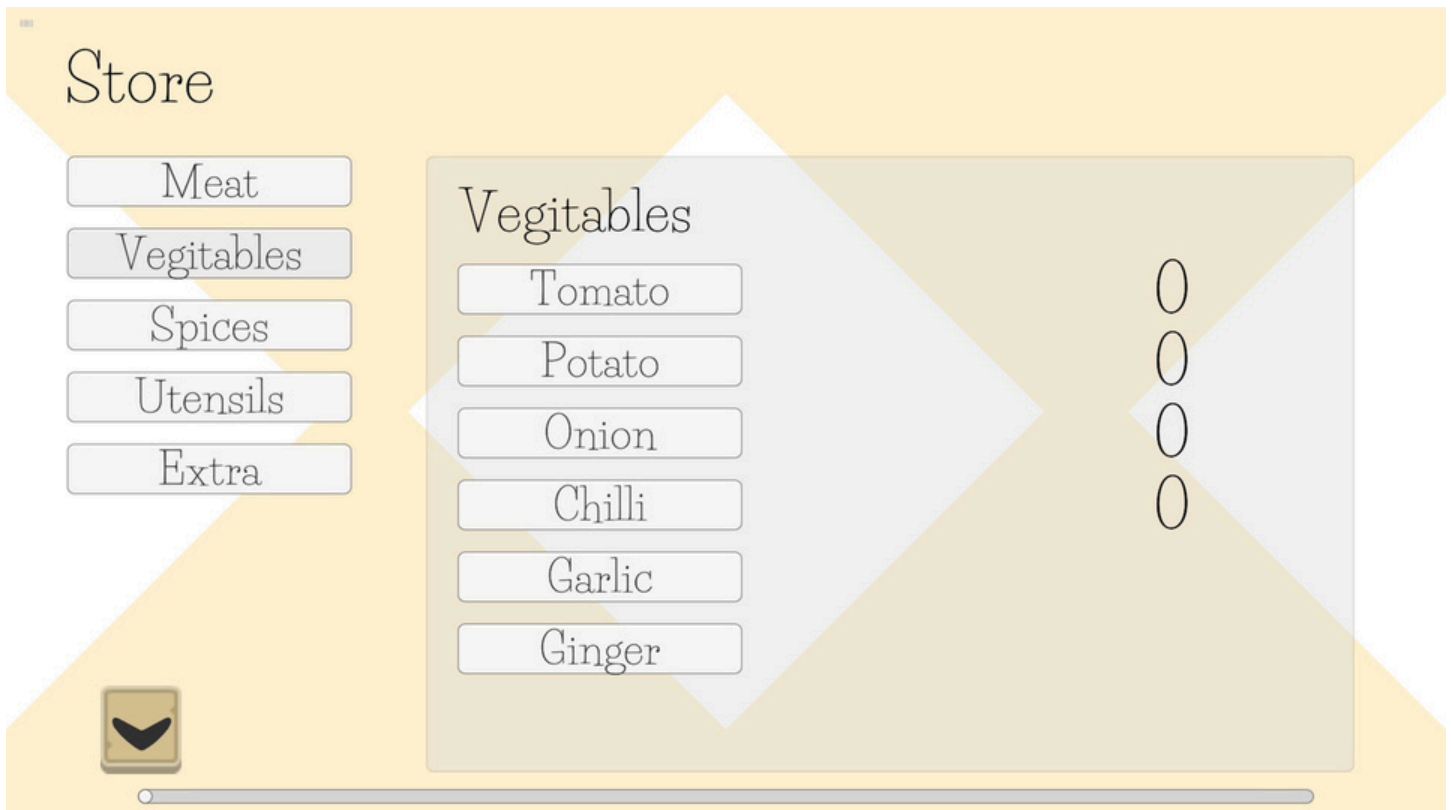
✓ Fully Interactive Kitchen

Perform every cooking action manually — from chopping and grinding to frying, heating, and precise timing.



✓ Memory-Based Cooking Mechanics

Players must recall steps and ingredients accurately — no recipe help during execution.



✓ **Dynamic Grading System**

Every choice is tracked — from timing to ingredient handling — and thoroughly graded at the end.

The screenshot shows a user interface for a cooking simulation. It features a central area with a light beige background. On the left, the text "Chicken Karahi" is displayed. On the right, a "Remarks" box contains the text "Did you made this without using oil. WOW!!". Below the central area, there are two buttons: "Restart" and "Main Menu". The entire interface is set against a yellow background.

Chicken Karahi

Remarks

Did you made this without using oil.
WOW!!

Restart Main Menu

Tools & Technologies Used

- 🎮 Unity(2021+)– Gameenginefordevelopment and build deployment.
- 🧠 C# – For logic, gameplay systems, and UI.
- 🎨 Krita – UI and asset design.
- 🔊 Free Sound Libraries – For background sounds and SFX.

Thank you for taking the time to explore Cook Book Simulator — a project built with the goal of merging immersive gameplay with real-world learning.

As the Team Lead and Lead Developer, I had the opportunity to bring together creative design, thoughtful systems, and hands-on cooking mechanics in a way that challenges players not just to play, but to learn.

If you're looking for a Unity developer who can lead projects, design scalable systems, and bring unique educational ideas to life — I'd love to work with you.

-The End-