# Cookie cutter cooking

Another slicing game.

## General

The idea of “slice a shape into any other shape” has now been used in a **top-down** game and a **side-view** game.

But it’s obviously best suited … for **slicing ingredients for cooking.**

Now that I know the *geometry* function from Godot, though, we can go further. We can *combine* shapes on the fly, or *only keep the parts left over*.

**The big problem is: mapping textures onto the slices.**

This way, we can only give general *colors* to forms, instead of shapes that would *make sense for the ingredient*.

Although, if we’re talking about something like *cookies* or *onions* or *mandarins* that doesn’t really matter. They are quite uniform and we can easily “fake” it.

* With a single color
* Perhaps overlaid with other rectangles
* Or just a texture, randomly rotated and scaled over it.

**The other problem is: how will it actually work? And how do we make it different from the other games?**