



'Serve or Die'

Technical data

Game Name: *Zombies Dinner*

Game Genre: Working Simulator - Casual game - Apocalyptic

Style: Cartoon

Resolution: 1920*1080

Camera: Top Down

Platforms and SO: Windows 10 - 11

Overview

In *Zombies Dinner* we are the chef in charge of serving the different dishes that will be arriving from our zombie diners, which we must deliver as quickly as possible to prevent hunger from taking over and turning us into their dinner.

We have to use our agility and speed to get through the day safely.

References

Zombie Cafe, Overcooked, Diner Bros



Mechanics

Character Mechanics

- Grab Mechanic: The player will have the ability to grab objects such as ingredients, dishes, or the weapon to defend himself.
- Movement Mechanic: The character can run to move through the kitchen faster. Will be controllable only with the keyboard
- Combat Mechanic: The character has a weapon at his disposal in the kitchen to be able to face the zombies that attack him.
- Life: There is a life bar that will go down as soon as the zombies attack us.

World Mechanics

- Tools Mechanic: You will have to use the utensils that will be in the kitchen to cut certain ingredients, or cook them. The player must grab and carry the ingredients to these utensils to use them.
- Obstacles: In certain levels there will be obstacles that will delay the player making him lose time, such as puddles of water, that will make the player fall down which will make him lose the order he had prepared.
In the case of not having an order, he will simply lose 3 seconds in which he will not be able to move.
- Cuttable and Cookable Ingredients: There will be ingredients that need to be cut with the slicer or cooked in the kitchen.
- Hostil Zombies: At certain times in the game, zombies will enter the kitchen to harm us. You will have to defend yourself so that they don't kill your character and lose the game.
More dishes we fail, the more zombies enter each time.
- Orders: Orders will arrive one by one and will be accumulated in the backorder list. Each order has an acceptance time to be delivered.
If the end is reached, the order is lost.

- Buy recipes: the player will be able to buy recipes that will have a degree of rarity ranging from common, rare, epic and legendary; each one will have a different difficulty level and will provide more points according to its rarity.
- Ingredient Store: before or during each game, the player must use the money he/she earns to stock his/her inventory of ingredients to be used for the different recipes.

Player Life System

The player has a life bar which can be increased by upgrading the character, it will be important during the gameplay because if it reaches zero the player will lose the game.

How do we lose life?

The only way to lose life is when the zombies attack us and hit us. The amount of life lost will depend on which zombie attacks us since not all of them have the same amount of damage.

Health regeneration

During an attack the zombies will be able to attack you so the probability that you will keep the maximum health is low, that's why there is a way to recover health. This is recovered through a first aid kit which you must buy before each game up to a maximum of 1, but can be extended by improving the character.

How much life can we regenerate?

The first aid kit can regenerate 20% of health. But it will be able to increase the recovery as we improve the life regeneration of our character.

Combat system

The player has several ways to fight the zombies through various types of weapons. But this does not mean that we can carry an arsenal with us all the time.

Before the start of each game we can choose which weapon we want to use when the zombies attack us, this means that we can only carry 1 weapon at a time and a throwable object per game.

Weapons

- Shotgun: Provides great versatility when fighting large numbers of enemies, as it has massive damage but a very low rate of fire.
 - Magazine capacity 2.
 - Ammunition capacity of 10
- Pistol: This is the default weapon at the beginning of the game. Low damage, high rate of fire and moderate reloading.
- Flamethrower: it provides good damage with a moderate range.
 - fuel capacity 100
 - refueling opportunity 1
- Assault Rifle: has moderate damage with a high rate of fire and medium reloading speed.
 - Magazine capacity 35 bullets
 - Reload opportunity 3
- Bow: provides high damage with slow rate of fire, although it also has a variety of arrows such as incendiary and explosive that will allow us to perform more damage.

Melee weapon

- Katana: This weapon provides a lot of damage at melee range and has a high speed that allows you to perform several consecutive attacks.
- Chainsaw: this weapon provides a lot of damage and its sound pushes back the zombies.

Throwable items

- Stun Grenade: this grenade will allow you to stop the advance of the zombies in a certain range for two seconds, so you can take advantage of this time to reposition yourself.

- Oil grenade: this grenade leaves a pool of oil at the point of impact, slowing down zombies that pass over it.
- Throwing knives: These cause the enemy to bleed to death, which will cause the enemy to constantly lose life until he dies. It has cumulative damage, the more you throw at the same enemy, the faster he will die.

Character upgrade system

As we play, we acquire experience points that we can use to improve our character's skills. This will facilitate our progress as we reach more difficult instances during the game. Some of these skills are:

Skills:

- Speed: the player's movement speed can be increased.
- Carrying capacity: you can carry more than 1 item at a time.
- Damage: Increases the damage inflicted to enemies.
- Life: Increases the player's life capacity.
- Regeneration: consumables will increase the amount of life you recover.
- Luck: You will have less chance of being affected by an obstacle.

Restaurant upgrade system

As we play, we will obtain money that we can use to improve the kitchen equipment.

Upgrades:

- Griddle: 2 things can be cooked at the same time up to a maximum of 4.
- Oven: 2 things can be cooked at the same time up to a maximum of 4.

- Soft drink dispenser: there will be more dispensers for each upgrade up to a maximum of 4.
- Ice cream machine: there will be more ice cream machines for each upgrade up to a maximum of 4.
- Fryer: You can cook 2 things at a time up to a maximum of 4.
- Dishwasher: Decreases the time it takes to clean dishes.
- Freezer and fridge: Increases the number of ingredients that can be stocked.

Game Modes

Tutorial

You will be able to access this mode from the main menu, within it you will be able to choose the conditions of the game, that is to say, you have the option to choose the dishes you want to prepare without time.

You will also have the option to try all the weapons without limits.

If what interests you is to test how to defeat all types of zombies there will also be an option that lets you choose the number of zombies that will come in each horde and the types of zombies that will be part of it, everything you do in this mode will be configurable.

This way you will be able to train for the most difficult levels of the different game modes.

History

The story of Zombies Dinner takes place in a post-apocalyptic world where we are one of the few humans who survived this crisis. The world as we know it is no longer the same, it is now full of zombies with a lot of hunger. Our protagonist comes up with the idea of opening a restaurant, in order to keep their stomachs full and avoid becoming the main dish for our guests.

Our objective will be to feed as many zombies as possible and expand our restaurant in order to serve as many customers as possible.

This game mode consists of serving as many zombies as possible and thus getting money, which will allow us to improve the facilities and grow little by little.

This mode will have a map on which we can see the different countries in which we can open our restaurants, we will start in the tutorial area and then we can

go to the first country where we must complete a list of objectives in order to move to the next level and then to another country; each one will add new recipes to our menu and we will also find new customers, some rarer than others.

New weapons will be unlocked to be able to change our combat style, although we will also have to take into account which weapons are more effective in each area.

Survival

In this game mode you will have to hold out as long as you can, while the difficulty increases as time goes by, making customers less patient, asking for more orders and the hordes of zombies are stronger and more resistant than the previous ones.

For each wave overcome you will get money and experience points that you can use to increase the kitchen, your skills and ingredients. You will have a 1 minute break to get ready at the end of each wave, you can skip that minute if the player wishes, at the end of that time the next wave begins.

How do you lose?

The player loses when the life bar reaches zero. In this game mode when you play it again all the progress will be restarted making you start from scratch again, but your record will be saved so you can try to overcome it as many times as you want.

The progress made by the player will be saved saying up to which wave he survived if you leave the game, in case you died and left the game the progress up to that point will be saved.

How to win?

In this game mode there is no victory condition, you can continue the game as far as you can go.

PvP

In this mode you will be able to play against other players. This will be a mixture of pvp and pve where players will have a list of saucers that they will have to deliver as they have done in other game modes, but with the difference that they will be able to interrupt the opponent's progress. Each player will have a progress bar that will be filled as the dishes are delivered. This mode also offers the opportunity to play together with another player in a 2 vs 2 duel. This will facilitate progress and test teamwork.

How can we interrupt the opponent's progress?

Every so often the player who is losing will have the possibility to send zombies to the other player's kitchen (you can send up to a maximum of 2 zombies, the first one for free and the other one will cost 10% of the points of the progress bar) or you can put obstacles (you can put up to 3 obstacles, the first one will be free and the other two will cost 5% of the points of the progress bar) to slow down the opponent's progress. On the other hand, the other player will have the possibility to revenge by attacking back after the other player's attack has finished.

How to win?

The first to fill the progress bar will win the game or if the opponent dies, as each player will have a life bar to which they must pay attention.

How do you lose?

You lose if the life bar reaches zero or the opponent fills the progress bar first.

Ranked System

PvP will also have a rankeds version in which players will be able to compete to see who is the best Master Chef.

How does it work?

This mode will be played in the same way as the previous one with the difference that each game players will be matched with other players who have the same win rate and rank.

Each game won will give the player points that will be needed to move up to the next rank.

The ranks will go from rookie being the lowest, to Masterchef, being the highest, the ranks in between will be bronze, silver, gold, platinum, diamond and master.

Ranked games will have a set time of two months of real life in which players must compete to earn the most points and move up to the next rank. But it will not be so simple since each defeat will subtract points causing the player to drop in rank and have to win a couple of games to move up again.

Players will start at the lowest rank (Rookie) with a total of zero points and will get points every time they win a game, being 100 points for a victory and -50 for each defeat.

Rank	Required points
Bronze	1000 P
Silver	3000 P
Gold	5400 P
Platinum	8200 P
Diamond	11 400 P
Master	15 000 P
Masterchef	The top 500

Ranked reward system

This PvP mode will have unique rewards, which can only be obtained by competing in this mode.

The rewards will be: a profile frame which will show the rank the player has reached in the last season. Each rank will have its own unique frame for each season changing every time a season starts.
There will also be skins so that you can equip your character that also change according to rank.

Time Trial

This game mode consists of cooking the largest amount of dishes in a set time and thus get a certain amount of money, unlike the other game modes this one does not have the zombie attack, it is more oriented to test your ability and skill when preparing the orders. This mode will have several difficulties that will be unlocked as the player overcomes each one.

This mode will have several levels that will be represented as restaurants in different countries. Like the story mode, it will start in the United States and will continue until it reaches Japan.

Each of these countries will increase in difficulty and add new dishes to our menu, this means that the player must learn to prepare these new recipes to be able to make them in the shortest time possible.

All countries will have a certain number of levels ranging from easy, normal and difficult that must be completed in order to advance to the next one. Once these three difficulties have been overcome, a new difficulty called Masterchef will be unlocked in each country and players will receive an achievement for each region completed to one hundred percent.

How to play?

The game will start with the player in the middle of the map, then there will be about 30 seconds to see where all the machines, ingredients and dishes are located, after those 30 seconds are up, the countdown will start. Depending on the difficulty level, the time will vary.

You start with the easy difficulty in which you will have 10 minutes to prepare the orders that arrive.

To make this something that depends on skill rather than luck, the orders that will be requested will already be preloaded, the same ones will always come out in the same order. In this way the player will be able to plan his strategy before starting the level.

The orders will arrive 5 by 5, each one with its own waiting time and value; and as they are delivered, they will disappear from the list of orders and another will appear in their place, so the player must choose which orders to deliver, if

he chooses to always prepare the most complicated dishes, it will take him more time to prepare them. High Risk - High Reward.

How do you win?

As previously mentioned, the dishes will have their own value that will be linked to the rarity of itself, therefore you must get a certain amount of money in the established time, in order to win the level and move on to the next one.

How do you lose?

If the countdown ends and the player has not yet collected the requested amount of money, he/she will lose the game and will have to start again from scratch.

Cooperative mode

This mode allows you to play with another player, either randomly or with a friend. Here it will test your coordination and teamwork as you will be able to divide the tasks. For example, one player could be in charge of receiving orders and delivering them and the other could be in charge of cooking them. In this way, when facing a horde of zombies, one could defend while the other will continue cooking.

As in the story mode, this mode will have several maps which must be overcome to advance to the next ones. As this is a cooperative mode the amount of orders will be even greater than in single player mode, also the hordes of zombies will be much larger and attacks could happen without warning, that is, even if players do not miss any delivery zombies could enter the restaurant and start an attack.

The goal of this game mode will be to overcome all the levels in each area.

How do you win?

Each level will have a certain amount of minimum orders that players will be asked to deliver, within a given time.

How do you lose?

If the minimum amount of orders is not reached when the time reaches zero the players will lose the game and will have to start the game from the beginning.

Another way in which the game could be lost is if both players die and no one can continue with the delivery of the orders.

Free world mode

In this mode you will have the freedom to create your own restaurant from scratch, decorate it, paint it, etc.

In a region you will be able to buy an area where you will create your restaurant, you can't walk around the world but you can in the restaurant you buy. You will see a store in this game mode where you will be able to buy furniture, lights, appliances, carpets, among other things. In this mode what we want to give the player is the freedom to design their workplace where at the end of building/decorating the restaurant you will be able to play, choosing if you would like to choose more like the training mode where you set the difficulty yourself or like the survival level where you have to survive the longest amount of time.

Unlike other game modes, this one does not reward you in any way, it only serves to give the player a choice of freedom and a place to spend the money you have left over.

Numbers of Levels

There will be 10 areas that you will have to clear in order to finish the game; each area will have 3 levels.

They will be located in a different location of the world, where we will serve our zombie customers.

Each level will increase the demands of the diners, and new ingredients and dishes will be added to the available menu.

Also the zombie threat increases, having more probabilities of being invaded in our kitchen.

Areas System

When you start the game you will find yourself on the main screen with the different game modes, each of these will have a different theme in terms of level design.

History Mode Areas

This mode will have ten zones which will represent countries. We will start in the United States and we will advance until we reach the last country.

We will have a map that will show the zone we are in and will tell us which are the objectives to fulfill in order to advance to the next levels and then to the following zones.

Each map will have a variety of differences, among them, the ingredients, the types of dishes and also the types of zombies.

The first map as we had previously mentioned is the United States, in this map there is a certain amount of dishes which we will have available to prepare for our diners and we can also unlock new recipes that could only be obtained in this area.

The weapons will also vary with each zone, thus having different damage values; so when choosing the weapon you will carry to avoid a zombie attack you should look at which will be the most effective in that place.

United States

will feature typical American food such as hamburgers, macaroni and cheese (oriented to the zombie theme), among others.

As for weapons, the shotgun will be the weapon with the highest damage statistics, and it will also have an increased reload speed since in areas where it does not have such buffs it will not be as effective as other weapons.

Since it will be the first country, the enemies will not be the most difficult ones, being the most basic zombies, that is to say the Brainless zombies.

The second country will be Spain

The typical foods of this country will be paella (oriented to the zombie theme), potato omelet, among others.

The weapon that will have buffs in this country will be the pistol, increasing the damage, the magazine capacity and the firing speed.

The enemies in this area, apart from the brainless zombies introduced for the first time in the previous map, will be the Volatile zombies.

The third country will be Germany

Here as in the previous ones there will be 3 levels and the meals will be typical of that country with a zombie theme.

The buffed weapon for this region will be the flamethrower having more fuel and damage.

The enemies in this area will be all the others and a new one Armored zombie.

The fourth country will be Italy

You will have to complete three levels as in the other areas, and the new dishes for this place will be pizza and spaghetti with four bloods.

The buffed weapon for this area will be the throwable items multiplying the damage for 10 times its original value.

And the new zombie for this area will be the explosive zombie.

The fifth country will be China

Three levels as the other regions; and the dishes for this area will be noodles, soup and some other recipes that will unlock in this region.

The buffed weapon in this region will be the throwable items multiplying the damage for 10 times its original value. And also the katana will have a huge buff on damage.

In this region there will be a new zombie called the Screamer.

The sixth country will be England

Also in this area we will count with three levels, and the dishes for this area will be human fingers, and we will be introducing new drinks such as bloody tea, and also new recipes.

The buffed weapon in this area will be the assault rifle. giving you more damage and charger capacity.

but in this instance we will have a special guest, a zombie boss.

The seventh country will be Argentina

You will have to complete three levels, the typical food of this place will be human ribs and human chinchulines.

The buffed weapon in this area will be the pistol giving it more damage and reloading speed.

In this area apart from the other zombies there will also be a boss.

The eighth country will be Brazil

You will have to complete three levels, the typical food of this area is the Feijoada, of course with a zombie theme.

The buffed weapon in this region will be the throwable items multiplying the damage for 10 times its original value. being the throwing knives the strongest ones.

In this area we will be introducing the Choleric zombie.

The ninth country will be France

there will be three levels, more ingredients and more recipes will be unlocked in this area.

The assault rifle will be the buffed weapon for this area, giving you more damage and charger capacity.

The enemies in this area will be the same as in the other levels.

The tenth country will be South Korea

There will be three levels, and there will be new ingredients like kimchi and new recipes like Bibimbap.

The bow will be the buffed weapon for this area giving it not only more damage but also a variety of arrows such as explosive arrows and incendiary arrows.

This area will feature all the zombies seen before and a final boss.

The last country will be Japan

The typical food will be eye sushi, human liver ramen, among others.

The buffed weapon for this area will be the katana increasing damage and attack speed.

The new zombie that will appear in this area will be the Glutton zombie.

Number of characters

The game will feature five playable characters which will start with different stats and can be upgraded through the stat upgrade tree.

Apart from the stats the only things that change are their gender and appearance which can be changed.

Gameplay

A typical game of Zombie Dinners involves having to serve all the dishes ordered by the customers throughout the day and as *quickly* as possible so as not to make them angry.

The *ingredients* will be available to make the requested dish in our kitchen, and once it is done, it will be dispatched at the counter.

At the end of the day you will have to fulfill a certain objective to get the most *stars* and *money*.

Unlike other cooking games, in Zombie Dinners we will have a post-apocalyptic zombie repertoire of *recipes* and *ingredients*, and the possibility of being *killed* by zombies in the kitchen itself, with the possibility of *defending yourself* by *shooting* them to be able to continue cooking.

Recipes, ingredients and steps

Recipe	Ingredients	Steps
1- Blood Drink	Blood, Ice	Grab a cup. Fill with Blood and some ice. Serve
2- Soda	Carbonated Blood, Ice	Grab a cup. Fill with Carbonated Blood and some Ice. Serve
3- Fried brain sandwich	Brain, Bread, oil	Grab one brain. Cut it into portions. Fry. Put into a bread. Serve.
4- Lung Burger	Lung, burger bread, Cheddar cheese	Cut the lung into portions. Grab bread and put the lung portions. Top with Cheddar. Serve
5- Pizza	Frozen pizza	Heat the pizza in the oven. Serve
6 - Human Fingers and Cheddar	Human Fingers. Cheddar Cheese	Put the Human Fingers into a bowl. Top with Cheddar Cheese. Serve
7- spaghetti with 4 bloods	spaghetti, blood of 4 different humans	Boil the water. Then put the spaghetti in the boiling water. When it's ready, put the 4 bloods in the top of the spaghetti. Then serve
8- Brain Burguer	Brain, Bread	Cut the brain in the table. Then, put in the grill. Grab a bread with the plate, add the brain cooked, and another bread. Serve
9- Arm Milanesa with Fries	Arm Milanesa, French Fries	Put the Milanesa into the grill and wait. Grab french fries, and cook them in the grill. Serve
10 - French Fries	French Fries	Grab french fries, and cook them in the grill. Serve

<i>11 - Pancreas meatballs</i>	<i>Pancreas meat</i>	<i>Cut the pancreas meat, cook it. serve</i>
<i>12 - Liver pie</i>	<i>Liver, Vegetables</i>	<i>Cut the liver, cook it. Combine with vegetables. serve</i>
<i>13 - House dish</i>	<i>Potato, meat</i>	<i>Cook the potato, open it inside and take out the potato inside. cook the meat, insert the meat inside the potato. serve.</i>
<i>14 - Blood ice cream</i>	<i>Blood</i>	<i>Take the Blood, freeze it. serve</i>
<i>15 - Human Piss Ice Cream</i>	<i>Urine</i>	<i>Take the urine, freeze it. serve.</i>
<i>16 - Mixed blood soup</i>	<i>Blood of different species</i>	<i>take the different blood types , heat it. serve.</i>
<i>17 - Chili of nerves</i>	<i>Nerves, spicy</i>	<i>Cut the nerves, cook them. Add spice. serve.</i>
<i>18 - Eye sushi</i>	<i>Eyes, fish, seaweed</i>	<i>Cut the fish, cook it. Cut the eyes, cook them. Combine both ingredients and seaweed. Serve.</i>
<i>19- Ramen</i>	<i>bone broth, liver, noodles</i>	<i>heat the broth, add liver and noodles. serve</i>

Ingredient System

Each ingredient has a state:

- Needs Cut
- Needs Cook
- Is Liquid

It will depend on the status of the ingredient for it to be accepted in the different machines, such as the cutting board or the grill.

When passing through any of these, the status will either change or the ingredient will be done and can be passed to the plate.

In addition, the ingredients have an IsDone check that will be necessary to be able to plate, since it is verified in the dish system.

There are ingredients that have the status Needs Cook After Cut, which indicates that they must first be cut and then cooked.

The status of these ingredients will first be Needs Cut, then Needs Cook. After that the IsDone check will be checked.

If there is no Needs Cook After Cut check mark, IsDone will be checked after the condition that it passes through the corresponding machine is met.

Depending on the ingredient you require to prepare a dish, you will need to perform one of the above conditions to be able to prepare that dish.

There are some ingredients that are already marked with IsDone by default, such as Bread or Ice Cream.

For example: to prepare a Fried brain sandwich you must first take a brain from the refrigerator and then cut it (with this we will have passed the brain from the normal state to the cut state), then we must fry the brain pieces (with this we will have passed the brain pieces to the cooked state), the following would be to take the bread, cut it and then combine it with the brain and thus we will have prepared the dish, finally it would only be to serve.

Ingredients List

Ingredient Name	Status	IsDone	Need Cook after Cut	Sprite Cut	Sprite Cooked
Brain	Needs Cut		Yes	Yes	Yes

Bread	Any	Yes	No	No	No
Blood Ice Cream	Is Liquid	Yes	No	No	No
Blood Soda	Is Liquid	Yes	No	No	No
Pizza	Needs Cook	No	No	No	Yes
Lung	Needs Cut	No	Yes	Yes	Yes
Human Finger	Needs Cut	No	No	No	Yes
Cheddar	Any	Yes	No	No	No
Spaghetti	Needs Cook	No	No	No	Yes
4 Blood Sauce	Is Liquid	Yes	No	No	No
Arm Milanesa	Needs Cook	No	No	No	Yes
Baguette	Needs Cut	No	No	Yes	No
French Fries	Needs Cook	No	No	No	Yes
Free Sugar Blood Soda	Is Liquid	Yes	No	No	No
Human Piss Ice Cream	Is Liquid	Yes	No	No	No
Human Meat Balls	Needs Cook	No	No	No	Yes
Beef	Needs Cut	No	Yes	Yes	Yes

Controls

Arrow UP - Move Up
Arrow LEFT - Move Left
Arrow DOWN - Move Down
Arrow Right - Move Right
Space - Grab
SPACE - Action/Shoot
Shift - Run



Instructions

The movement will be done with the **arrow keys**. The character will look where we are going, having the interaction point (the hands) in front of us. Thus, the player will have to position his character in front of the place where he wants to do the action, either to pick up an ingredient / dish, use a machine, or serve.

With the **SPACE** key you can grab an item such as an ingredient, weapon or dish.

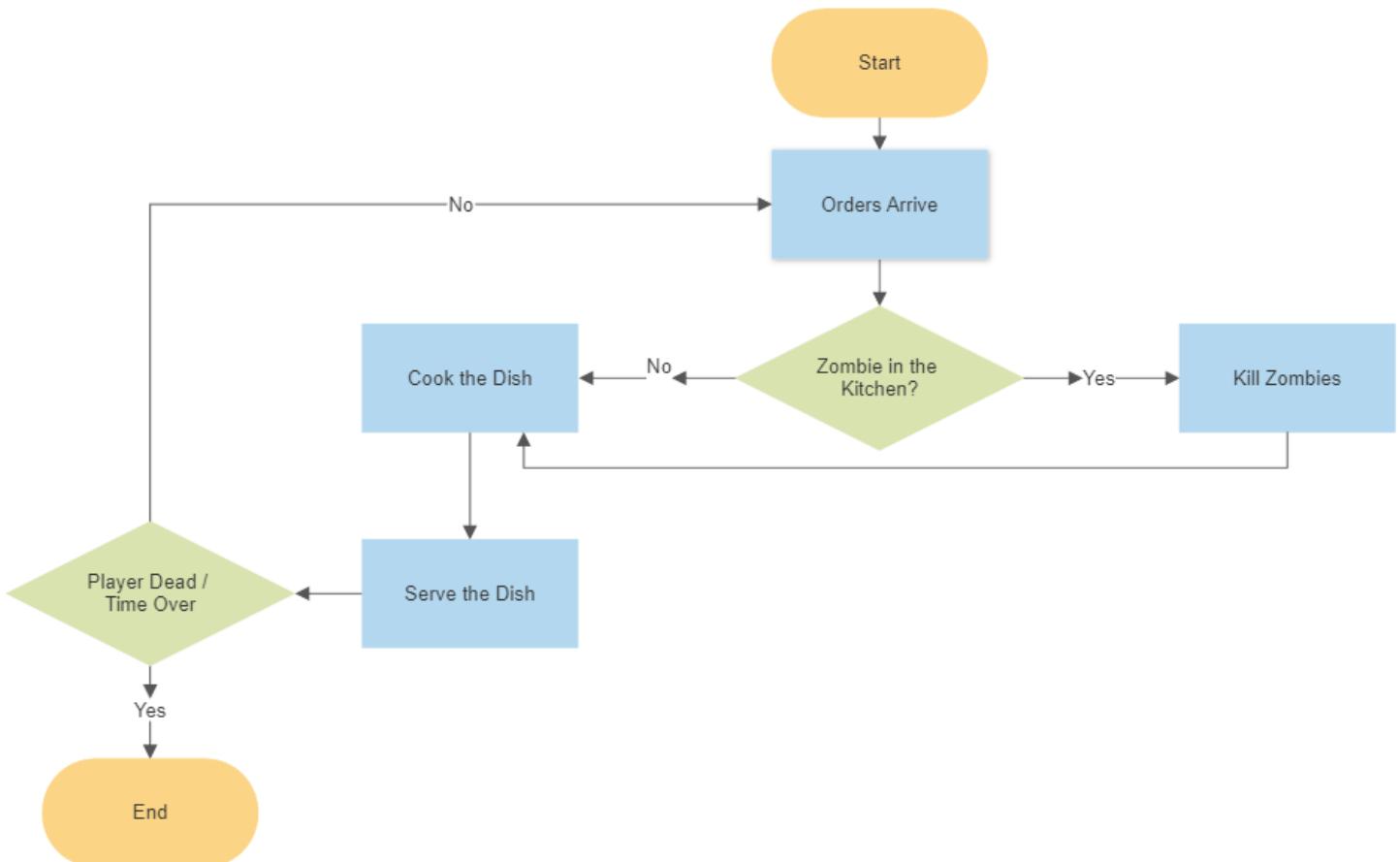
With the **SPACE** key we will be able to use a machine, either to cut an ingredient or to cook and shoot it if we have a weapon in our hands.

While we have an ingredient in our hand we can move to these machines and also with the C key we will place the ingredient in the machine and it will do its job.

With the **SPACE** key we will also leave what we have in our hands on a surface.

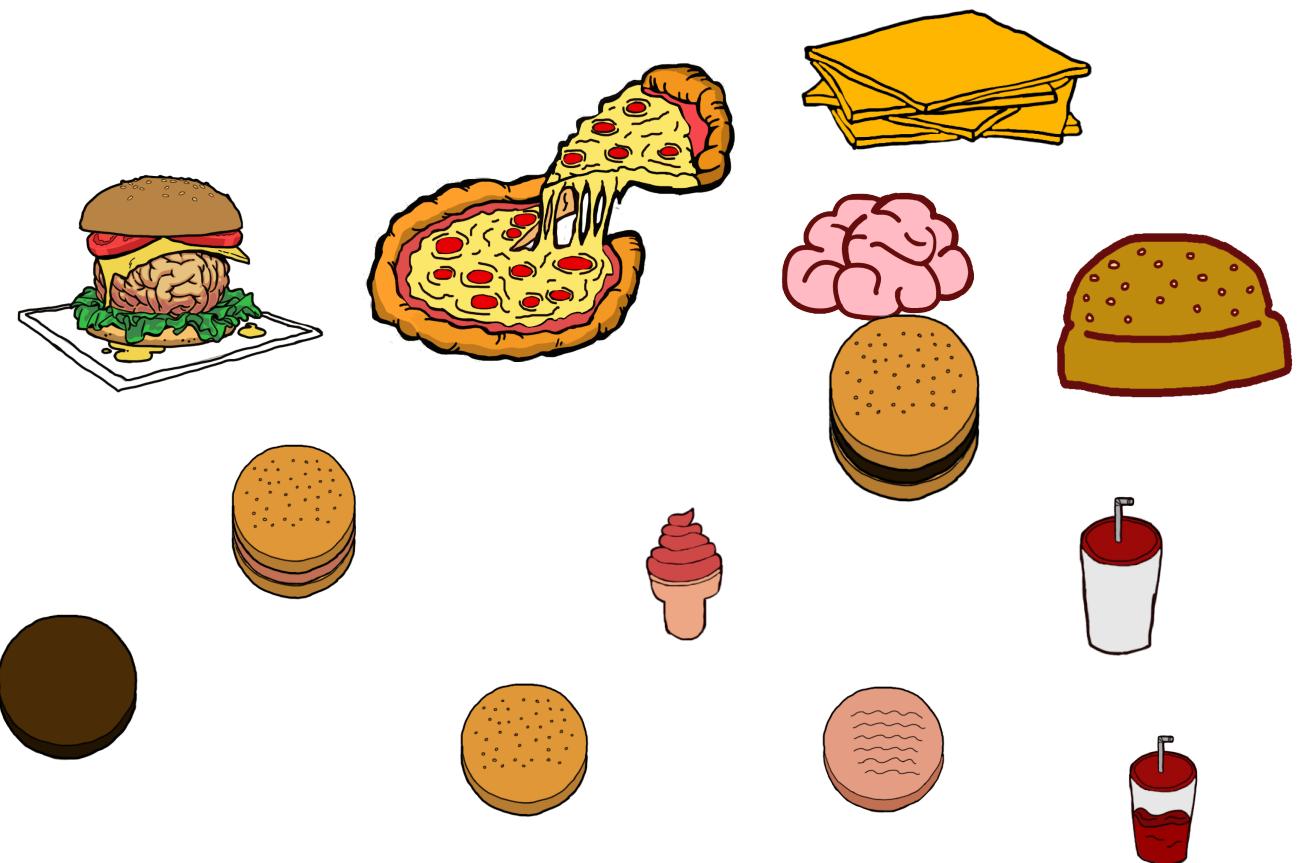
With the **SHIFT** key we can make the character move faster in a matter of movement.

Game Flow



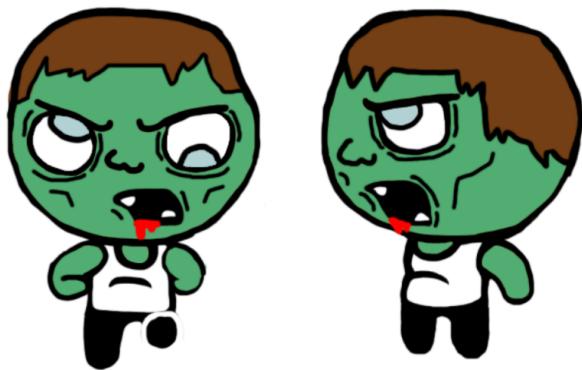
Art

Food



Zombies



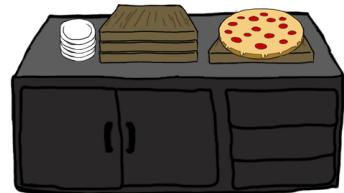
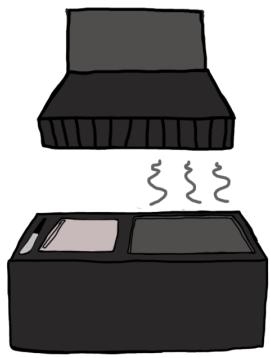


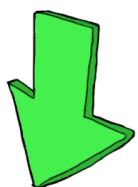
Playable character



Kitchen Machines

Assets





Main Screen

- Quick Play
- History Mode
 - Continue
 - Load Game
 - New Game
- Survival
- PvP
- Options
- Exit

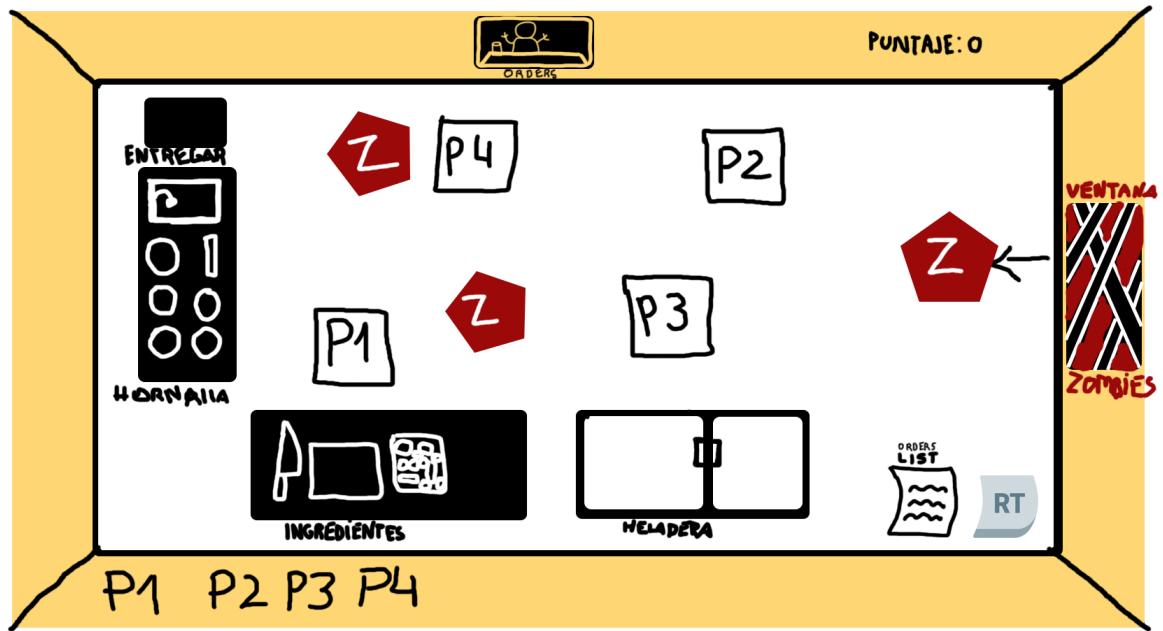
Level Prototype

Level concept showing the distribution of ingredients and the location of objects that can be interacted with.

Depending on the country we are in, the theme of the level will change so that you will have references of it.

This is the tutorial level so it will not have any country theme to keep each level fresh for the player's experience.





Interface

During the gameplay you will have:

-A life bar:

Real-time display of the character's health status

-A counter of failed orders:

Each order that is misdelivered or not delivered on time will be displayed on the screen so that the player is aware of each failure.

-A counter of money that we earn:

Of course you will also be shown the money you are receiving for each order delivered, so if necessary you will know how to dispose of the money when you need it.

-orders:

This will show what dishes our diners have ordered for us.

- A timer:

Each ingredient will have a timer that will appear on itself, which will show how much time is left to be cooked.

- Ingredients menu:

This will show us what ingredients we need to prepare each dish.

-Menu:

Here we can see the list of dishes that we can prepare in each zone where we are located.

Level Design

Each area as we said before will have three levels, once completed all levels, we will proceed to the next region in which we will again face three levels whose difficulty will vary as we progress.

In the different regions you will be able to get recipes, improvements for the kitchen and the character, each region will raise the difficulty level of the game making the zombies less patient, have more orders, the assaults are harder and in each level there will be some obstacle or difficulty so that you lose more time and it will be more difficult to deliver the orders.

Regions

EEUU

Level 1

The design of the kitchen will be red floor with white lines and blue walls with white stars.

You start in a kitchen with the ingredients in the corresponding places of each one, what is cold as for example the entrails or brains will be in a map section where the refrigerators are located. Vegetables will be in the refrigerator section next to the buns for hamburgers or pizza dough, there will also be the drinks section.

In the center of the map will be the main table where you will cut all the ingredients and put them together to place the order, then the order will be delivered to the counter.

When fighting there is a section of the restaurant that is always more vulnerable to be trespassed by the zombies, so you must pay attention after having failed to deliver an order, because after having failed three zombies will try to invade the kitchen. When this happens you must use the weapon previously chosen that will be in a cabinet illuminated by a light that will turn on when it's time to use it.

Level 2

This level will be similar to the previous one but with new challenges such as new orders, new ingredients such as human fingers, obstacles on the map, for example a puddle of water where if you step on it with an order it falls and you have to do it again, if you pass through the puddle without any plate you will slip and you will have a stun of 3 seconds. The arrangement of the ingredients in this level will be different from the previous one. and the kitchen equipment will also be moved.

This will make playing a new level feel like a new challenge because not only will the number of orders that we will receive increase, but we will also have to get used to the new environment and with the addition of obstacles the zombies will not be the only problem we will have to deal with.

Level 3

This level will be bigger so you will have to travel more distance, there will be more orders, zombies will have less patience, the mechanics of the previous levels will be combined and a new mechanic will be added in which the dishes will be returned to you, which you will have to wash to use them again, so there will be an area where you can wash them to continue delivering the orders, if the dishes accumulate you will not be able to continue preparing the orders.

Spain

Level 1

When we start in this region we will be able to observe how the decoration changed, among these the flags, the colors of the restaurant.

When you start in this level a new recipe is unlocked, which adds more points when you ask for it in this level, also unlike the first region, the difficulty will be maintained and a new zombie will be added, the volatile zombie, to increase the difficulty.

The design of the kitchen will change to show the change of region, the color of the floor will change from black and white to yellow and the walls will be red.

Level 2

This level will increase the difficulty of the zombies making them more resistant and hit harder, and also increases the rate of special zombies that appear in greater numbers to make the level more difficult.

The freezers, ovens, fryers, etc.. will be moving at low speed so you'll have to move much more and know where all the things are to not waste time.

Level 3

This is the final level of the region which means that you will have to use everything you have learned so far in order to pass it, as well as adding a new recipe.

You will have to be well prepared because in this level the ordas will attack you constantly but if you kill them they will give you extra money, the orders will be in large numbers but all in a row which means that instead of appearing one at a time, here they will appear in pairs.

The design of the level will not have changes because if we do it would be very difficult for the player to overcome it.

Germany

Level 1

We change the region which means a change of the kitchen design, the floors will be yellow, the walls red with black lines representing the German flag. A new recipe is introduced at this level.

We will increase the speed of the orders and make them reappear one by one, in this level the difference will be that every time you deliver an order the refrigerators, freezer, fryer, etc. will be relocated, making an increase of difficulty and pressure to improve the player's response skills.

Level 2

At this level a new zombie will unlock the Zombie glutton, combined with the other zombies discovered so far.

At this point it is recommended that you have upgrades to make it easier to pass this level as the difficulty level will increase exponentially, since at this point you will be considered a more advanced player. If you lose several times, the difficulty level will be reduced.

Also what will be done in this level will be that the refrigerators, freezer, fryer, etc. will move around the map a little faster than in the previous region.

Level 3

This will be the final level of the region so the level of difficulty will be very large because in this you will have a new recipe and a new zombie will appear, Armored Zombie, combined with a mechanic of the previous levels which when delivering an order refrigerators, freezer, fryer, etc. will change place.

In addition, the zombies will ask for more orders and will attack you in a more consecutive way, the special zombies will have a higher rate of appearance, the zombies will give you extra money in this level for killing them.

Italy

Level 1

We change region which means that the design of the kitchen will change, the floor will be white and the walls will be green with red lines.

We start with a new recipe. In this level the zombies will be more patient but if you fail to deliver several orders the horde will be much more numerous and stronger than the previous levels.

Also in this level the kitchen floor in some places will be broken which means that if you step on it with an order it will fall down.

Level 2

In this level a new type of zombie will appear, Explosive zombie, but the Armored Zombie will have a very low exit rate unlike this new zombie and the Volatile Zombie.

In addition to making refrigerators, freezer, fryer, etc. move around the map at a higher speed than the other levels and added that the floor of the level is broken as in the previous level.

Level 3

This is the final level of this region, at this point if you don't have improved several skills of the character and the kitchen it will be very difficult to overcome it.

The zombies will attack you in a more consecutive way and there will be more of them, besides their stats will be increased to make the level more difficult. The orders will be in greater quantity and the zombies will have less patience. Killing the zombies will give you a money bonus.

The level will have different kitchen appliances that are moving, plus if you deliver an order these will change places to make the level more difficult, there are also puddles of water that if you step on them with the order in hand will fall and you will have to start the order again.

China

Level 1

We start in a new region which means that the design of the kitchen will change, the whole place will be red with yellow stars on the walls.

In this level a new recipe is unlocked, plus a new zombie, Choleric Zombie, but the region has the peculiarity that some of the appliances such as refrigerators, freezer, fryer, etc. have an increased production speed, by doing this we want to confuse the player already accustomed because if you are not attentive you can get to ruin an order.

Level 2

In this level what will happen is that you will have a new recipe which if they ask for it you will have more points when you deliver it well, as in the previous level in this one the appliances have a speed increase.

The special zombies will ask you for orders more often if you fail to deliver them well will join the horde to make you lose more time.

In this level the obstacle would be that the appliances can catch fire and with a fire extinguisher, which will be on the side of the kitchen, you will have to turn it off because if you do not manage to turn it off in the established time the

machine will overheat making it not work for a short time, this will cause your orders to be delayed.

Level 3

This will be the final level of the region so the level required will be higher than in the previous levels, you will have to have good reactions when preparing food and be attentive to the hordes.

Besides having the increased speed in the electro domestics, it will also happen that it will overheat and you will have to turn it off with the fire extinguisher. The zombies get angry much more easily if you get to deliver a wrong order, which will make the hordes come faster and in greater numbers in addition to special zombies will come, combined with the level will have puddles of water and also moving appliances.

England

Level 1

We change the region which means that the design of the kitchen changes, the floor will be white and the wall will be blue with red lines.

We start with a new recipe. In this level the zombies will be more patient but if you take too long to deliver several orders the horde will be much more numerous and stronger than in previous levels.

Also in this level the kitchen floor in some places will be broken which means that if you step on it with an order it will fall. Also in this level there will be two zombies that will steal your food or if you are preparing it when you see them grab the food and move it to scare them away.

Level 2

In this level in addition to having the increased speed in the electro-domestic, it will also happen that it will overheat and you will have to turn it off with the fire extinguisher. The zombies get angry much more easily if you get to deliver a wrong order, which will make the hordes come faster and in greater numbers in addition to special zombies will come, combined with the level will have puddles of water and also moving appliances.

Also the zombie twins will attack more times than in the previous level.

Level 3

This is the final level of this region, at this point if you don't have improved several skills of the character and the kitchen it will be very difficult to overcome it.

The zombies will attack you in a more consecutive way and there will be more of them, besides their stats will be increased to make the level more difficult. The orders will be in greater quantity and the zombies will have less patience. When you kill the zombies you will get bonus money.

The level will have the different appliances in the kitchen moving, besides that if you deliver an order they will change places to make the level more difficult, there are also the puddles of water that if you step on them with the order in hand it will fall and you will have to start the order again.

In addition to overheating the appliances, we will also have a zombie boss, you will have to feed him well because if not, he will enter the kitchen and instead of attacking you he will start to eat all the food.

pedidos, gaseosas, helados,etc. toda la comida, tendrás que ser muy rápido a la hora de acabar con él antes de que se coma toda la comida de la cocina.

Argentina

Level 1

We changed the region which means that the kitchen design will change, now the floor will be white with light blue walls and some yellow suns.

A new recipe will be added, and the twins will appear more often and will be faster than before. The diners will have less patience and if you miss deliver the orders they will attack you and also those who were waiting for their order will be added, which will make them many more.

Level 2

In this level the orders will be in greater quantity and the zombies will have less patience. When you kill the zombies you will have a money bonus.

The level will have the different appliances in the kitchen moving, and if you deliver an order they will change places to make the level more difficult, there are also puddles of water that if you step on them with the order in hand it will fall and you will have to start the order again.

You will also have a speed buff in this level but the zombies will also have it.

Level 3

This is the final level of this region, at this point if you don't have improved several skills of the character and the kitchen it will be very difficult to overcome it.

You will have a speed buff, damage buff and also a higher amount of coins as well as an extra for killing zombies. The zombies will attack you in a more consecutive way and there will be more of them, besides their stats will be increased to make the level more difficult. The orders will be in greater quantity and the zombies will have less patience.

The level will have the different kitchen appliances moving, plus if you deliver an order these will change places to make the level more difficult, there are also puddles of water that if you step on them with the order in hand will fall and you will have to start the order again.

There are also the overheated appliances, the zombie boss, the special zombies will appear more often and the twins will attack you very often, you will have to be very attentive.

Brasil

Level 1

We change region which means that the design of the kitchen changes, the floor will be green and the walls will be yellow with blue circles.

In this region you will have a new recipe and also a new zombie, Screamer Zombie, in this level of the special zombies will appear more times Glutton Zombie, Choleric Zombie and Armored Zombie the rest will have a lower probability but may appear.

We will have double coins in this level when killing zombies and in the tips. In this level the machines will slowly move from place to place and if you deliver an order they will switch places with another machine.

Level 2

In this level the twin zombies will have more appearances, the diners will be less patient and you will have less margin for error as the hordes will attack more consecutively.

You will also have a new recipe which if you are asked you will have more points for completing it if you do it right but if you don't deliver it or you deliver it wrong the horde bar will fill up faster.

In this level besides having the increased speed in the appliances, it will also happen that it will overheat and you will have to turn it off with the fire extinguisher.

Level 3

This is the final level of the region so you will need to have your character and kitchen skills upgraded to get through it more easily.

Special zombies will appear in almost every instance, combined with twins, machinery overheats, machines move slowly and there are puddles of water around the kitchen.

You will also have to face the boss zombie, but you can ask for help from the Zombie Cannibal who if you pay him will help you kill the zombies more easily and prevent you from having to keep an eye out for zombies all the time.

France

Level 1

We change the region which means that the design of the kitchen changes, the white floor and the blue and red walls in lines.

A new recipe will be added. In this level the twin zombies will have more appearances, the diners will be less patient and you will have less margin for error since the hordes will attack more consecutively.

The special zombies will appear more often but especially Volatile Zombie, Glutton Zombie, Explosive Zombie, will have a speed buff just like the main character.

The level will have the various kitchen appliances are moving, plus if you deliver an order these will change places to hinder the level, there are also puddles of water that if you step on them with the order in hand you will fall and you have to start the order again.

Level 2

In this level in addition to having the increased speed in the appliances, it will also happen that it overheats and you will have to turn it off with the fire extinguisher. The zombies get angry much more easily if you get to deliver a wrong order, which will make the hordes come faster and in greater numbers in addition to special zombies will come, combined with the level will have puddles of water and also moving appliances.

The Screamer Zombie, twin zombies and Armored Zombie will appear more often.

Level 3

This is the final level of the region, for this point we will take into account that you will already have raised your character skills and the kitchen very high, so this level will be very challenging.

You will have a speed buff, damage buff and also a higher amount of coins and an extra for killing zombies. The zombies will attack you in a more consecutive way having more of them, besides their stats will be increased to make the level more difficult. The orders will be in greater quantity and the zombies will have less patience.

The level will have that the different kitchen appliances are moving, plus if you deliver an order these will change places to make the level more difficult, there are also puddles of water that if you step on them with the order in hand will fall and you will have to start the order again.

There are also the overheated appliances, the zombie boss, the special zombies will appear more often and the twins will attack you very often, you will have to be very attentive.

South Korea

Level 1

We start in a new region which means that the kitchen will change its design, the floor will be white and the walls will be blue and red with small black lines. We will have a new recipe which if you ask you will have extra money, the level will have the various appliances in the kitchen are moving, plus if you deliver an order these will change places to hinder the level, there are also puddles of water that if you step on them with the order in hand you will fall and you have to start the order again.

You will also have a speed buff in this level but the zombies will also have it.

Level 2

In this level in addition to having the increased speed in the appliances, it will also happen that it overheats and you will have to turn it off with the fire extinguisher. The zombies get angry much more easily if you get to deliver a wrong order, which will make the hordes come faster and in greater numbers in addition to special zombies will come, combined with the level will have puddles of water and also moving appliances.

Also the zombie twins will attack more times than in the previous level.

Level 3

This is the final level of the region, for this point it will be taken into account that you will already have raised your character skills and the kitchen almost to the maximum, so this level will be very challenging.

The special zombies will attack more times and will have more appearance: Screamer Zombie, twin zombies, Armored Zombie and Choleric Zombie.

Also in this level there will be a speed buff for the character and for the zombies, but an attack buff only for the character. You will have to face the boss zombie, but you can ask for help from the Cannibal Zombie that if you pay him he will help you to kill the zombies more easily and will prevent you from having to be attentive all the time to the zombies.

We will have double coins in this level by killing zombies and in the tips. In this level the machines will slowly move from place to place and if you deliver an order they will switch places with another machine, in addition to the water puddle and overheating.

Japan

Level 1

We start in a new region which means that the kitchen changes its design, both the floor and the wall are white but the walls have red circles.

A new recipe will be added, plus the twins will appear more often and will be faster than before, the diners will be less patient than before. The special zombies will appear more often but the Armored Zombie and Choleric Zombie will appear more often.

The level will have the different appliances in the kitchen moving, plus if you deliver an order they will change places to make the level more difficult, there

are also puddles of water that if you step on them with the order in hand it will fall and you will have to start the order again.

You will also have a speed buff in this level but the zombies will also have it.

Level 2

The zombies will attack you in a more consecutive way having more of them, besides their stats will be increased to make the level more difficult. The orders will be in greater quantity and the zombies will have less patience. When you kill the zombies you will get bonus money.

The level will have the different appliances in the kitchen moving, besides that if you deliver an order they will change places to make the level more difficult, there are also the puddles of water that if you step on them with the order in hand it will fall and you will have to start the order again.

In addition to overheating the appliances.

Level 3

This will be the final level of the game so it is considered that your character and kitchen skills are at the maximum so this level will be the biggest challenge of the whole game in which everything you have learned so far will be used to win. All the zombies will appear with their stats increased, the special ones will be stronger and will appear more times, the boss zombie will not only appear one but 3 throughout the level.

The zombies can also enter the kitchen spontaneously without the need for a horde, they can enter one, two or even three just because the twin zombies this time attacked together making you have to go quickly to the points where the food is or is preparing to steal.

The machines will overheat faster than before and this time you will have fire extinguishers that run out so you will have to buy them in the game when they run out (limit of 2), you will have pools of water that you can clean with a mop, in this level the zombies when they die leave pools of blood that have the same function as the water you have to be careful, the machines will move around the map in a slow way, when you deliver an order one of the machines will change places with another to confuse you in the process. You will have a speed buff and every time you deliver an order you will get a damage buff for 2 minutes.

How do you lose?

There are two ways to lose:

- You lose by not delivering the minimum amount of dishes in the given time, since each level will have a time in which you must deliver the most orders.
- The other way is if you die when you are attacked by angry zombies because you didn't deliver the orders on time.

The orders have a timer. If it reaches 0, the ordering zombie will try to eat you when the wave of hungry zombies starts.

How do you win?

You win by delivering at least the minimum amount of orders requested in the level.

For example, if 10 dishes are requested and the minimum quantity is 4, we must deliver the minimum quantity to be able to advance to the next level.

Points System

Depending on the number of dishes delivered, stars will be awarded up to a maximum of 3 stars.

For example in level 1 there will be a total of 10 orders, if 4 orders are delivered the player will get 1 star when completing the level, if 7 orders are delivered the player will get 2 stars and when all orders are completed the player will get 3 stars.

We will also be able to collect money with the dishes we serve. The more dishes we serve correctly, the more money we get.

With the money we get from each level we can buy cosmetics in a store. In order to customize the character to your liking.

Buff System

In several of the levels you can see that there will be improvements of speed, damage or recharge, these appear in the levels that indicate it, but there are some that give them to you in the form of tips, these buffs can appear in any level and it is random, unless the level indicates it.

Character Buff

- The speed buff will allow you to move faster than before, it increases your base speed.
- The damage buff increases the damage inflicted against enemies when you hit them.
- The recharge buff makes the weapons you use charge faster than normal.

Kitchen Buff

- The production speed buff causes the time required to prepare an order to be shortened.
- The slowness buff causes diners to be more patient and the order is not as fast.
- The cooling buff makes the machines take longer to overheat.

Money system

Each dish that we deliver will have a value established according to its rarity. This means that depending on the type of dish we deliver, we will be able to earn more or less money.

What can we do with the money?

As we mentioned before, the money can be used to buy upgrades for the restaurant, which will facilitate the progress of the game, also this money can be used to buy ingredients and recipes, the last one being very important because the more recipes we have of a higher rarity, the more zombies order it, which translates into more money, but also more difficulty.

In addition to this money we can also get a tip for each time we perfectly deliver an order.

What is the tip for?

The tip will serve as a different currency that can be used in the cosmetic store to customize our character as well as our cooking equipment.

Zombie attributes

Changes according to the game mode

Patience

Zombies have different patience values when it comes to waiting for their order.

- Low: 30 seconds
- Medium: 45 seconds
- High: 1 minute.

Damage:

each zombie has a different damage value when performing an attack

- Low: 10% of player's life
- Moderate: 20% of the player's life
- High: 35% of the player's life

Life

Depending on the type of zombie it will have a different life value

- Low: 20
- Moderate: 60
- High: 100

Speed

not all zombies will have the same speed; depending on the type will be: low, medium, high.

Zombie types

There will be a variety of zombies to which you will have to serve, you must be careful not to miss an order because depending on the zombie the attack will be different.

Brainless Zombie:

When serving: this zombie has medium patience, so you will have a margin of error when preparing its order.

During the attack: this zombie has moderate life and moderate damage.

Volatile Zombie:

When serving: this is an impatient zombie (low patience), you will have less time to prepare its order, so you will have to make as few mistakes as possible.

During the attack: this zombie does not have a lot of life but it is fast and will be able to deliver 2 hits as soon as the player fires a shot.

Glutton Zombie:

When serving: this zombie is more patient (high patience) so you will have more time to place his order, he has a chance to order two dishes at the same time.

During the attack: it has more life than the other zombies so it will take you more time to kill it, it has moderate damage.

Explosive zombie:

When serving: it has medium patience, so you will have a margin of error when preparing its order.

During the attack: it has low life but has a peculiarity, when you kill it, it explodes leaving a poisonous area around it, which will cause the player to gradually lose life when passing through this area.

Choleric Zombie:

When it comes to serving: it has average patience. It has the peculiarity of getting irritated when the order is delivered wrong, which will cause it to attack you immediately.

During the attack: it is a slow zombie with moderate life but has a lot of damage.

Armored Zombie:

When serving: he has high patience so you will have time to prepare his order. During the attack: it has low life but you can only kill it from the back, that is to say it is immune to damage from the front.

Screamer Zombie:

When serving: it has low patience so you won't have much margin for error. During the attack: it has low life and has the peculiarity that when you get close it will scream and if you are within its range it will stun you for 2 seconds.

Boss Zombie

This is a special zombie, as its name says, is a boss. Unlike the others, this one will have a progress bar that will be filled as you serve him the dishes he asks for. depending on the zone, his demand for food will increase.

When serving: it has higher than average patience, so you will have enough time to place its orders.

During the attack: this zombie has a lot of life and does not attack the player directly, but will go for the ingredients so you must kill it as quickly as possible or you will have to replenish your inventory of ingredients.

Cannibal zombie

This zombie, unlike the others, is not considered an enemy for the player since its favorite dish is zombie meat, so we can hire its services to help us defend ourselves from the hordes of zombies.

This zombie has moderate health so it will survive 3 hits from any enemy.

twin zombies

What these zombies do is that instead of attacking with the horde, they appear in the kitchen to steal your food, they don't hurt you and you can't hurt them, but if they are about to steal your food you have to go to what they want to steal and grab it, that will scare them away. They can appear at any time during the game, they are only there to take your time so you have to be aware of everything around you.

Achievements

- Beginner:
Complete level 1.

- Training:
Improve one of the character's skills.

- Apprentice cook:
Improve one of the cooking skills.

- Super chef:
Improve the character's skills to the maximum.

- Head Chef:
Improve kitchen skills to the maximum.

- Prey:
Kill 1 special zombie.

- Hunter:
Kill 5 special zombies.
- Boss Killer
Kill a boss.
- Serial killer:
Kill 100 zombies.
- Fast as F. boy:
Slow down 7 zombies together.
- I smell danger:
Killing with melee weapons.
- I am the danger:
Kill 20 zombies with melee weapons.
- Hero:
Complete the US region.
- Matador:
Complete the region of Spain.
- Glory:
Complete the region of Germany.
- What a good wine:
Complete the region of Italy.
- The Great Wall:
Complete the China region.
- Tea time:
Complete the England region.
- Barbecue time:
Complete the region of Argentina.

- Carnival:
Complete the region of Brazil.
- Sacrebleu:
Complete the region of France.
- Opaganda style:
Complete the South Korea region.
- Oni-chan:
Complete the Japan region.
- Starting line:
Complete a level with 3 stars.
- Run, chef, run:
Achieve 21 stars.
- Drink water:
Get 42 stars.
- Ninja:
Achieve 72 stars.
- Shooting Star:
Achieve 99 stars.
- What a pro:
Complete with 3 stars a level on masterchef difficulty.
- Here we go again:
Play pvp.
- Not bad kid:
Win a pvp game.
- Hey easy old man:
Win 10 pvp games.
- Not bad:
Achieve bronze rank.

- Upgradeable:
Achieve silver rank.
- Can I spend it?
Achieve gold rank.
- It has glitter:
Achieve platinum rank.
- This is not a mining game:
Achieve diamond rank.
- The hat is new:
Achieve the rank of master.
- Supercalifragilisticcoespialidoso:
Achieve the rank of masterchef.
- It's useless but it's nice:
Open your restaurant in free world mode.
- You can blink:
In survival mode, manage to survive to round 30.
- Are you all right, do you need to talk?
In survival mode, manage to survive to round 50.

Possible and future DLC

In this additional content of the game you will be able to get skins of holidays such as Halloween, Christmas, among others, for the main character, the zombies and the restaurant of the free world.
An expansion of the levels is possible.

Sound effects, ambient sounds and music:

Since we have several regions we will change the music to put the players in an environment related to the country in which they are playing.

For each zone there will be a total of 3 instrumental songs that will make reference to the culture of each one.

Ambient sound will be that of a restaurant for example sounds of cutlery hitting plates.

Intelligible zombie sounds.

There will also be sounds for when an order arrives and when an order is delivered.

Zombies: as zombies can attack the player there will be sounds indicating that they are trying to access the kitchen by banging on the door/walls.

In the background you will also hear music that accompanies the gameplay.