

FII BURGERIA

- *Horeca Manager Simulator* -

User Story Map

1. Player

-persoana care isi doreste sa activeze in domeniul Horeca sau care isi doreste sa invete tainele de a fi manager-ul unui food joint

-simplu gamer care vrea sa isi umple timpul liber cu un joc relaxant, dar challenging in acelasi timp

a. Acesta isi doreste sa activeze in domeniul Horeca

i. Gatit si asamblat burgeri:

1. Foloseste joystick-urile din headset-ul VR pentru a apuca ingredientele si pentru a le uni intr-un Hamburger.

2. Prajeste carnea pentru burger

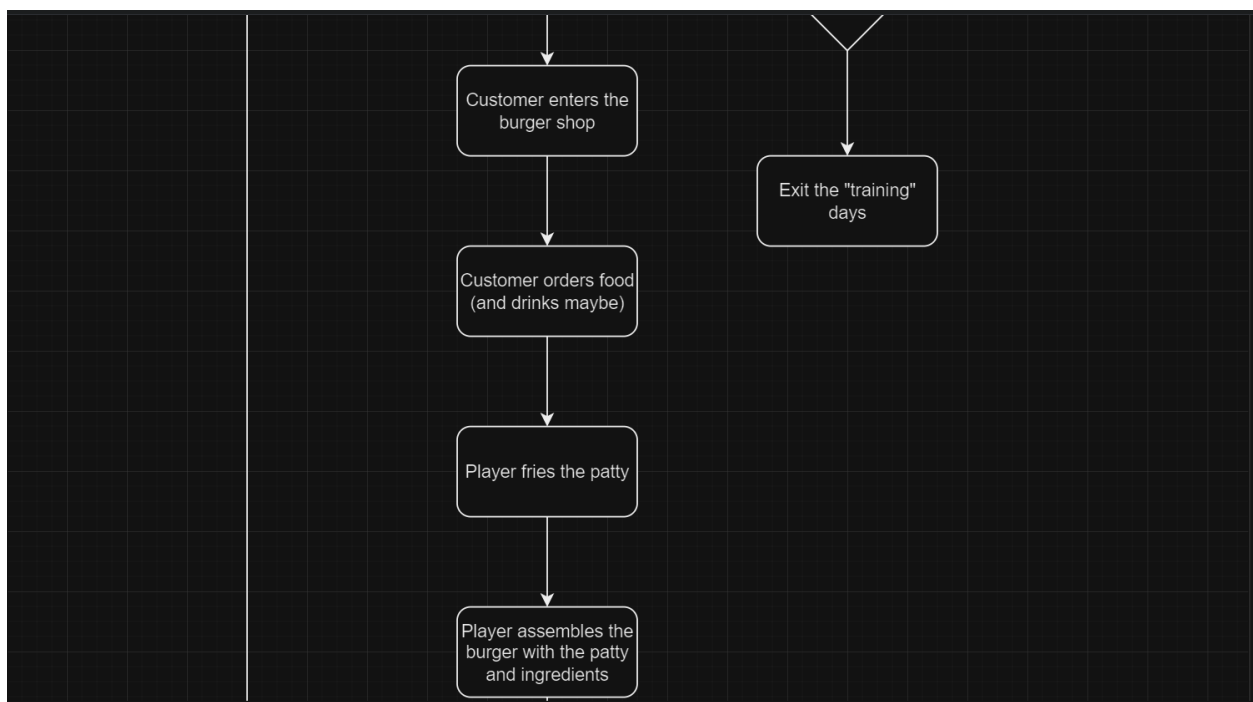
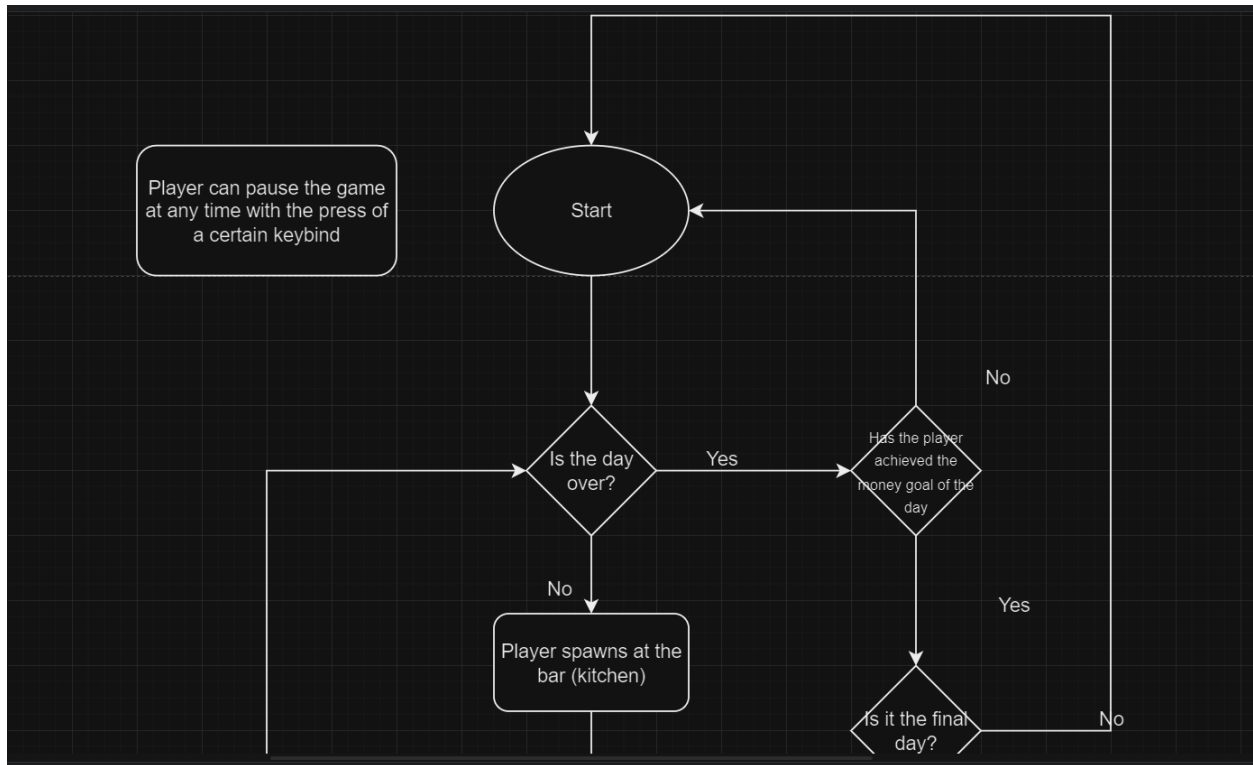
ii. Interactiune cu clienti:

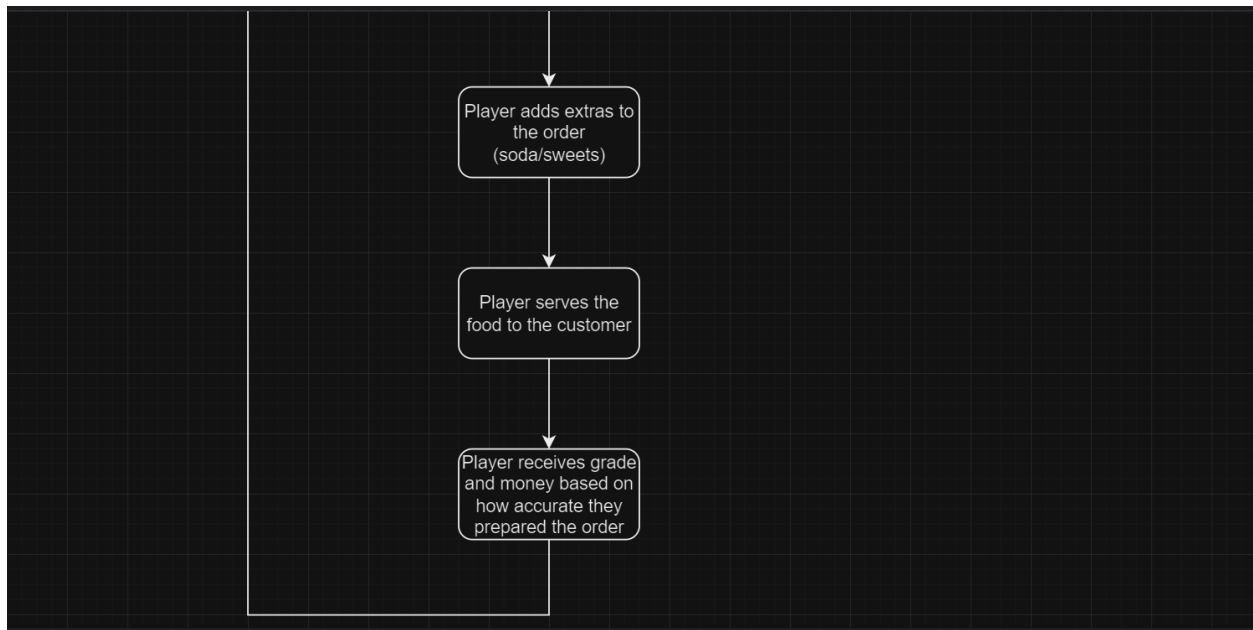
1. Player-ul completeaza comanda primita de la client, respectand cerintele acestuia
2. Player-ul serveste clientul intr-un anume timp prestabilit (in aplicatie), iar daca nu reuseste sa respecte acest timp, clientul va pleca suparat
3. Player-ul primeste o nota in functie de cat de bine a respectat comanda clientului si cat de bine este gatit burger-ul

iii. Perioada de training/demonstrare a abilitatilor:

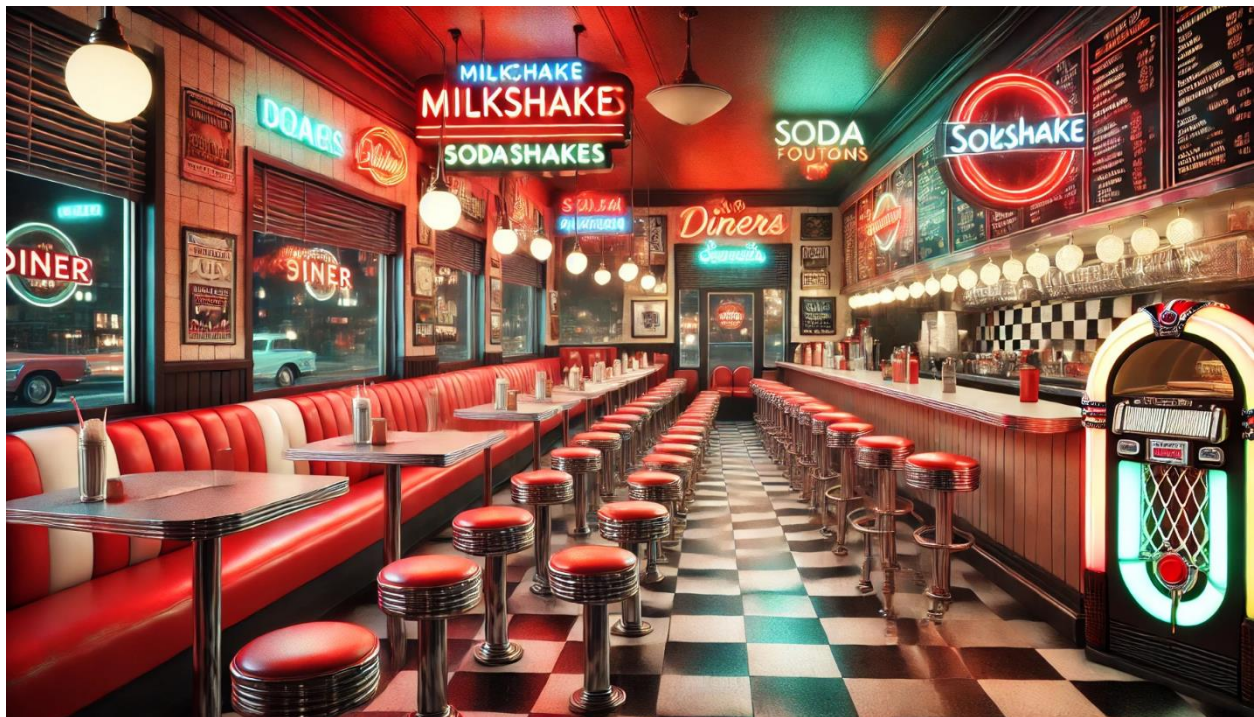
1. Player-ul trebuie sa obtina o anumita suma de bani in fiecare zile dintre cele 3 zile de training pentru a-si dovedi abilitatile de a avea grija de un astfel de local

Journey Map





Wireframing

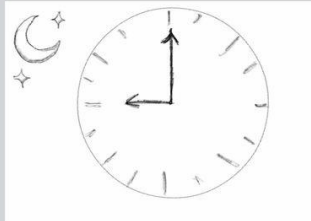
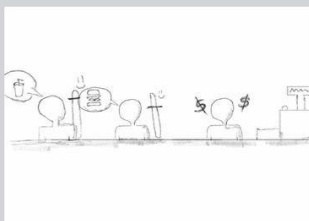
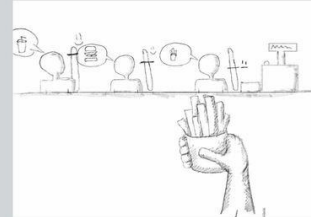
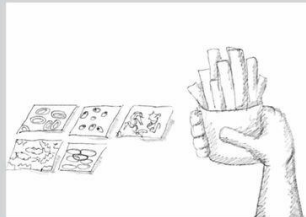
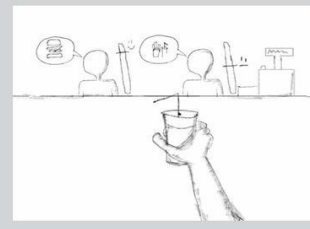
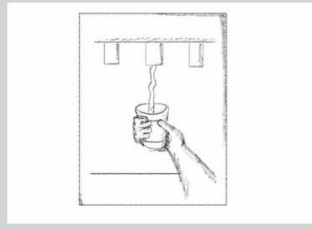
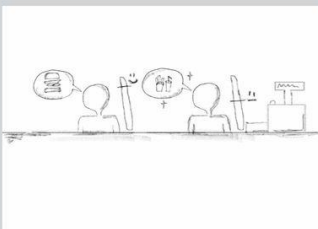
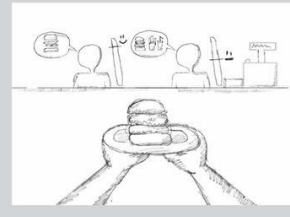
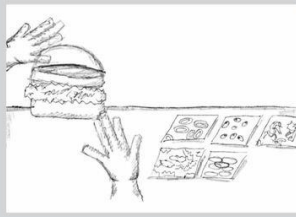
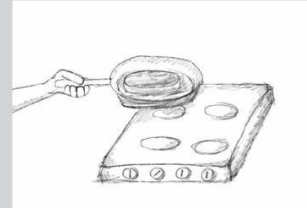
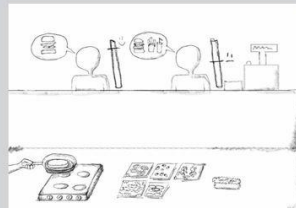
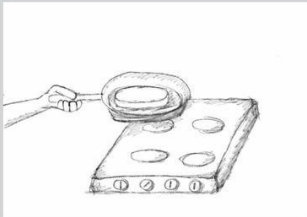
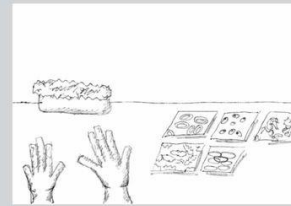
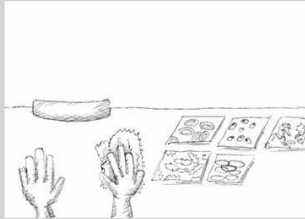
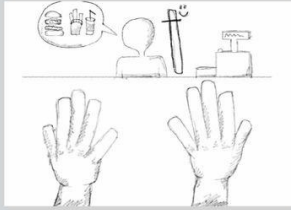




FII BURGERIA

- Wireframing

DAY 1...3



https://drive.google.com/drive/folders/19CMUIhispc0d9Ed-m513UI6MroZFhqnw?fbclid=IwZXh0bgNhZW0CMTEAAR1hPYgBhZ3mLI8B4VrSbXAkhKxVO6KMJs4o18wRIZnJBEGigAPJ8igSR9k_aem_J1vNoYuobB5UvQl60c2f5Q

Planning Asset Creation

3D

- mese
- scaune
- lumini
- frigider
- casa de marcat
- semn fii burgeria
- aragaz
- chiuveta
- incapere
- cos de gunoi
- dozator de suc
- recipient pentru mancare
- ceas de perete
- maini
- client (Unity Asset Store) link:
<https://assetstore.unity.com/packages/3d/characters/humanoids/character-pack-free-sample-79870>
- burger (ingrediente) (Unity Asset Store) link:
<https://assetstore.unity.com/packages/3d/props/food/toontastic-mega-burger-kit-298141#description>
<https://assetstore.unity.com/packages/3d/props/food/food-pack-free-demo-225294>

Graphics & 2D

- Main menu
- Settings

Sounds

- Muzica fundal lofi (poate AI-generated)
- Sunet grab
- Sunet prajit carne
- Sunet primit bani
- Sunet cand intra un client
- Sunet cand folosesti dozatorul de suc
- Sunet cand incepe ziua
- Sunet cand se termina ziua
- Sunet cand comanda clientul
- Sunet cand e gata carnea/umplut paharul de suc
- (eventual) Sunet de fundal (masini pe strada)

VFX

- Particule cand se assembleaza un burger
- Particule “fericite” cand servesti un client cu bara de asteptare verde
- Particule “suparate” cand servesti un client cu bara de asteptare rosie
- Semnul dolarului cand primesti bani
- Particule cand se prajeste carnea
- Particule cand e PREA prajita carnea
- Particule cand e umplut paharul de suc