FII Burgeria

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**I. Similar products & Relevant Links (>=3)**

**1.Name**: Papa’s Burgeria

**Link**: [Papa's Burgeria Play on CrazyGames](https://www.crazygames.com/game/papa-s-burgeria)

**Relevant features**:

-Cooking Experience

-Serving Experience

-Money Goal

-Receiving a note based on the percentage of compliance with the customer's order

-Receiving an amount of money for the served order

**2.Name**: Shawarma Legend

**Link**: [Shawarma Legend on Steam](https://store.steampowered.com/app/3036080/Shawarma_Legend/)

**Relevant features**:

-Cooking Experience

-Interaction with the clients

- Anger bar for clients

- Counter for days

-Receving money

**3.Name:** Good pizza, Great Pizza

**Link:** [Good Pizza, Great Pizza](https://www.goodpizzagreatpizza.com/)

**Relevant features**:

-Interaction with the clients

- Anger bar for clients

-Receiving a note based on the percentage of compliance with the customer's order

-Receiving an amount of money for the served order

4.**Name:** Cooking Simulator VR

**Link:** [Cooking Simulator VR on Steam](https://store.steampowered.com/app/1358140/Cooking_Simulator_VR/)

**Relevant features**:

-VR cooking experience

-Interaction with the objects ( grill, other ingredients) in VR

5.**Name:** Overcooked

**Link:** [Overcooked on Steam](https://store.steampowered.com/app/448510/overcooked/)

**Relevant features:**

-Money goal for each day

- Multiplayer Experience

**II. Main Features**

- Players will be able to cook and serve fast food (and drinks)

- Players need to serve the food to the client in a certain amount of time

- Players need to obtain a certain amount of money in order to proceed to the next level

- Players need to respect the client's order

- Timer

- Visual and Audio Effects for cooking, ordering, receiving money etc

**III. User Journey**

Little Gorsay Ramdon always dreamed of being a burger chef like his uncle, Ron Ramdon. One day, Uncle Ron handed him the keys to his smallest burger shack, giving Gorsay **3 days** to make it profitable—or lose it forever. With his best friend Scărlătescu by his side, Gorsay opens the doors, ready to prove himself. Each day, the crowds grow tougher, and Gorsay has to keep up, flipping burgers and managing orders. If he succeeds, the restaurant is his for life. If he fails… it's back to the streets. Gorsay is determined: he’ll make his uncle proud.

**IV. Moodboard**

**Link:** [Moodboard - Whiteboard](https://www.canva.com/design/DAGU4NAbbv8/XW9dJdw81HatGZDbZTJJ0A/edit)

**V. Technologies, Libraries, Assets**

- Game Engine: Unity

- Modelling/Animation: Blender

**Libraries:**

- Unity ShaderGraph: [Getting Started with Shader Graph | Package Manager UI website](https://docs.unity3d.com/Packages/com.unity.shadergraph@5.6/manual/Getting-Started.html)

- AudaCity: [Audacity ® | Free Audio editor, recorder, music making and more!](https://www.audacityteam.org/)

- FMOD: [FMOD](https://www.fmod.com/)

- Unity Particle System Legacy: [Particle Pack | VFX Particles | Unity Asset Store](https://assetstore.unity.com/packages/vfx/particles/particle-pack-127325)

- Physics: [Unity Physics overview | Unity Physics | 1.0.16](https://docs.unity3d.com/Packages/com.unity.physics@1.0/manual/index.html)

- UI Library

- Animation Tools