

# Just another Cooking Game

(Bad Design specs with temporary props)

**What is the game?**

It's a time management game.

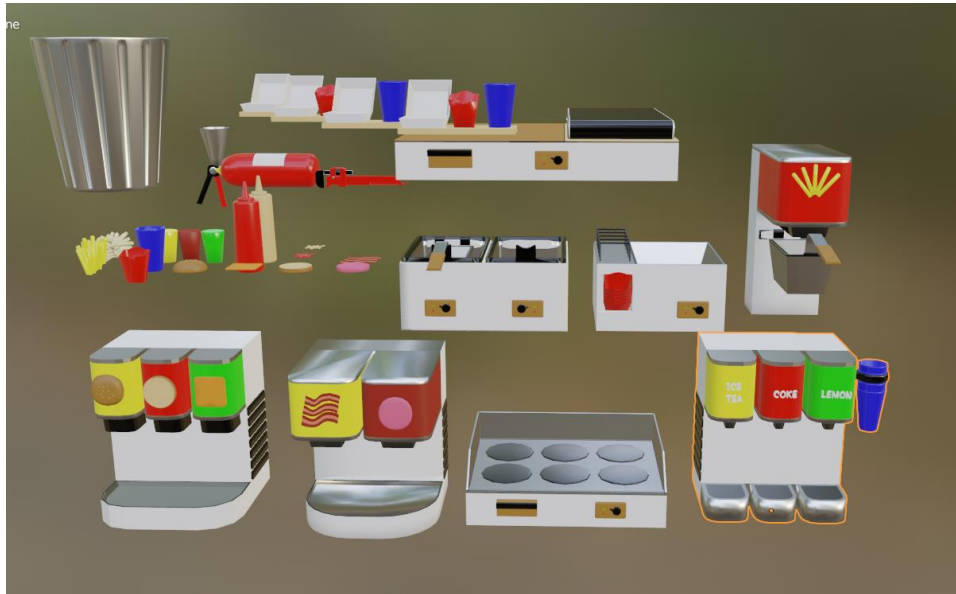
**Main Goal?**

Get data from the player about immersion and presence in VR games. (Questioner)

**Style of the game?**



# 1. Objects types



Grabbable objects (Ingredients and tools)

Static objects (Machines and Van)

Anchor Objects (Frier support, cup in drink machine)

Instantiated objects (All ingredients)

Particle Effect (Cartoon Fx)

## 2. Ingredients

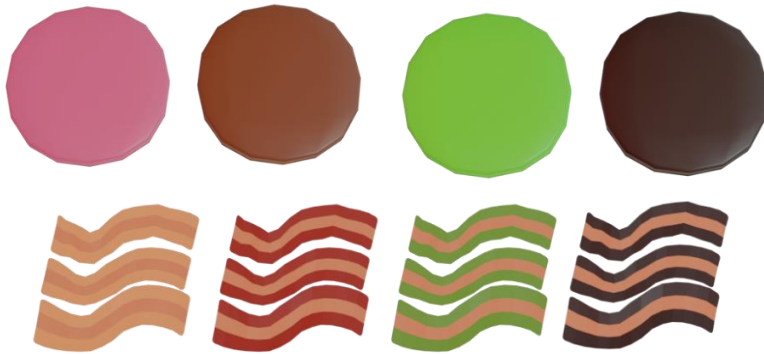
All Ingredients have a **Cost** of **X** when spawn (**serialized variable in prefab**)

All ingredients are destroyed upon placed in **garbage**.

All ingredients outside the van are destroyed as well. (**Floor**)



## Meat and Bacon



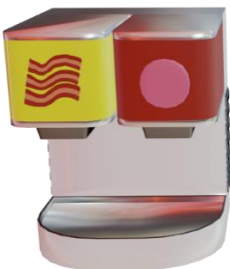
### 4 states

- Raw
- Cooked
- Rotten
- Burned

### Variables needed?

- Time to cook (In grill)
- Time rotten (After cook)
- Time to burn (In grill)

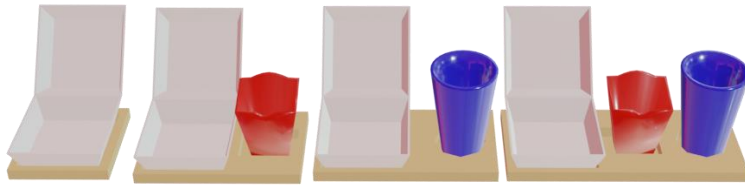
### Spawner



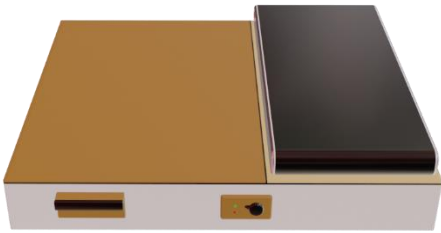
### Griller



### Place Holders



### Working Table



# Fries

1 bunch of fries = 4 bags of fries



## 4 states (2 models)

- Raw
- Cooked
- Rotten
- Burned

## Variables needed?

- Time to cook (In Frier)
- Time rotten (After cook and packing)
- Time to burn (In Frier)

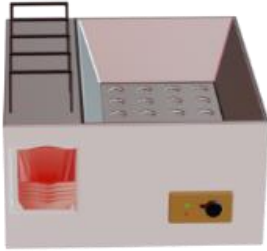
## Spawner



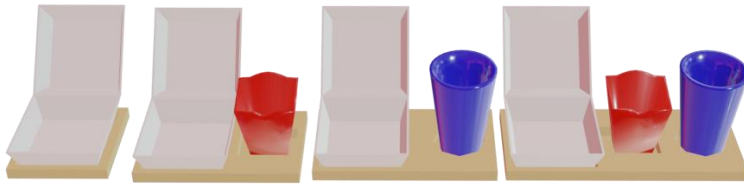
## Frier



### Dryer (For packing)



### Place Holders



### Working Table



### Drinks



### 3 Flavors (Colors)

- Ice tea
- Coke
- Lemon

### Variables needed?

- Time to fill (In drink machine)

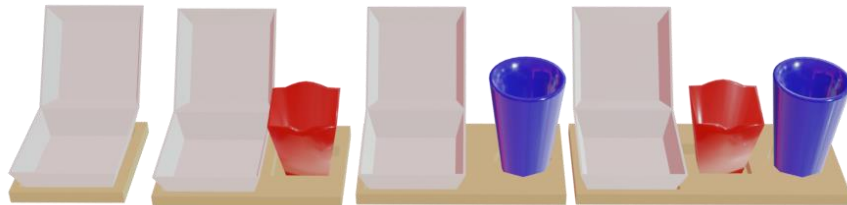
## Spawner



## Cup



## Place Holders

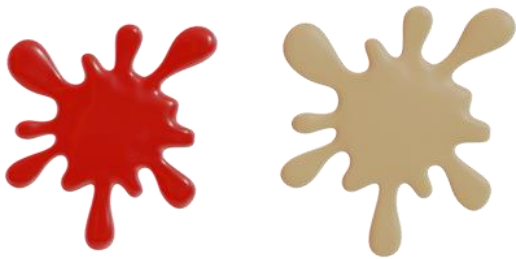


## Working Table



## Sauces

Raycast to the bread?



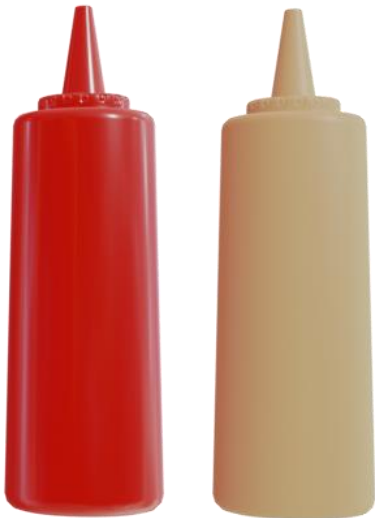
### 2 types (Colors)

- Ketchup
- Mayo

### Variables needed?

- Time to create (instantiate)

### Spawner



### Place Holders



or



## Working Table



(They need a place to rest in this table (Todo))

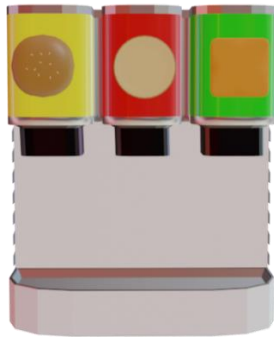
## Other Ingredients

- Cheese
- Bread

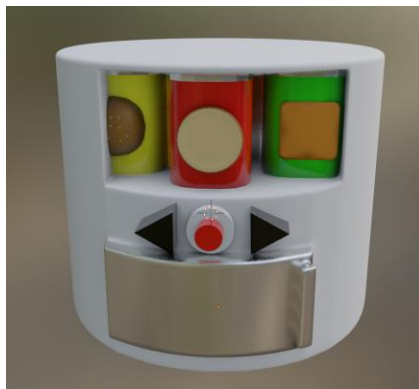
## Missing ingredients

- Tomato
- Onions
- Cucumber
- Lettuce

## Spawner



(Need to be cylindrical to hold more ingredients)



(Possibility)

### 3. Basic Mechanics



#### Events Order:

1º Robot spawn

2º Robot order



3º spawn placement for order



4º player fills requirements.

5º Order verification (Score board update)



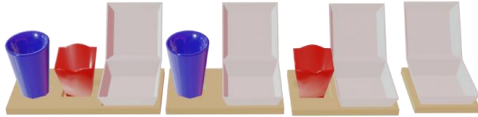
6º Remove order and robot

## 4. Order

An order can have at least one burger, fries, and drink.

Time needs to be tracked for each order.

Max number of orders and Order queue should be taken into consideration.



### Possibilities:

1 burger + 1 fries + 1 drink (Hard)

1 burger + 1 fries (medium)

1 burger+ 1 drink (medium)

1 burger (easy)

## 5. Burger

Burger should be as dynamic as possible, so more types can be added later.

Currently there will be **4 burgers**:

**Simple burger** (Bread, meat, ketchup)

**Cheeseburger** (Bread, meat, cheese)

**Bacon burger** (Bread, meat, Bacon)

**Double Cheeseburger** (Bread, 2 meat, 2 cheese)

### Variables:

Nº of ingredients

Type of burger

Anything more?

## 6. Drink

Currently there will be **3 drinks**:

**Ice tea**

**Coke**

**Lemon**

### Variables:

Type of drink

Anything more?

## 7. Fries

Currently there will be **1 type of Fries**:

### Variables:

**Size** (For future implementation)

Anything more?

## 8. Machines and tools + (Problem Event Generator)

Machines work with button interaction and should have delay before being used again.

Machines can not be used if there is a problem with them.

There should be a max. number of instances spawned (2 Big Fries / 4 burgers....).

### Tools

Tools are essential and should not be lost (is verification possible? / Respawn?)

(Refresh button bellow tools to respawn again and delete previous ones)

**Fire extinguisher** (Solves Fire)

**Wrench** (Solves Gas and Electric)



### Events:

#### Fire

Can occur with Frier and grill

(Same system as ketchup? raycast) (Time needed?)



## Gas

Can occur in Pipes near the machines (except grill and frier).  
Need to hit pipes with Wrench (number of hits?)



## Electric

Can occur with any spawner machine.  
Need to hit pipes with Wrench (number of hits?)



## Variables:

List of current machines (Problem generator)

Delay between uses.

Max. number of instances in game (what if object disappears or goes into blocked zones?) -> Tools

Generated problem should be created for a needed machine (how to deal with this?)

Random problem should avoid being generated for the same machine two times in a row (Save last Machine)

Anything more?

## 9. Event Management

For the “Demo” experience we should have an event management

Events should have queue system?

Should be like a list of events:

Example lvl1-> 1 robot (easy order) + 2 robots (normal orders) +2 robots (Hard orders) -> Finish map

Example lvl2-> 2 robot (easy order) + 4 robots (normal orders) +4 robots (Hard orders) -> Finish map

This system will make the Impossible/endless game easy to achieve?