

National College of Ireland

Team Project Proposal

Cooktastrophe

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Tadhg Savage, 21406654, x21406654@student.ncirl.ie

Aisha Ntuli, 21341006, x21341006@student.ncirl.ie

Karl Miller, 21522489, x21522489@student.ncirl.ie

Jane Keyes, 22121358, x22121358@student.ncirl.ie

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# Overview

We’re creating a Virtual Reality (VR) game called “Cooktastrophe”. This game is essentially simulator for running a restaurant. This game will allow the user to

1. Prep food.
2. Cook food.
3. Serve customers.
4. Make money.
5. Use money to purchase new appliances for the restaurant.
6. Continue working for as many days as you can.

The user will be located within the restaurant’s kitchen. There, they will have to deal with multitasking, i.e, cooking and serving dishes simultaneously, while managing the customers dwindling patience.

This game will exclusively be a VR game in order to create a polished experience. We chose to do this since VR is the primary differentiating feature from other similar cooking games.

The difficulty of the game gradually increases as the user progresses through it. More and more customers will come into the restaurant, often at the same time, making it more challenging for the player. Each level is a working day, i.e open to close.

Our points system will revolve around customer patience. As the user progresses through each level, they must maintain the patience of all customers in order to stay open and progress to the next level and will be awarded points based on how quickly they serve their customers. Any customer running out of patience will result in a Game Over

The visual aspects of our game will also differ from similar games on the market with its unique art style. The are style we’re using is voxel, which we have not seen before in other VR games.

# Target Group

The target demographic for “Cooktastrophe” is from ages 13 and up. This game is accessible enough for younger teens to grasp, but challenging enough for users of all ages to enjoy.

The colour choice is vibrant and bold. The colours are eye catching, which is alluring to younger audiences because it’s a light-hearted game. The colours were chosen to match the overall tone and feel of the game.

The graphics that we are using is called Voxel (shorthand for Volumetric Pixel, essentially a “3D Pixel”). This is almost reminiscent of retro 16/32 bit games, as well as current games such as “Minecraft”. This adds an element of nostalgia for older users as well as a familiar feel for the younger audiences.

In regards to the atmospheric sounds of the game, we have decided to take the choice of background music quite literally. We have chosen the soundtrack to go from calm, instrumental music for early parts of the game. This will progress to more upbeat tunes as the game gets busier and more hectic. The music will reflect the current state of the restaurant. The music is simple and non-offensive, most people will enjoy it so its not specific to any particular genre or age group.

The gameplay is an easy enough concept to grasp. Both younger and older users will be able to understand and adapt to it. We don’t want to alienate any particular age group from enjoying our game. We took inspirations from games such as “Wii Sports” which successfully manged to include people of all ages, resulting in fun for all the family.

# Functionality

The primary goal of the game is to serve all customers in a day without any of them running out of patience. As the days go on, this will get harder due to more customers, less total patience per customer, or other difficulty increases.

Before each day begins, there will be a renovation phase. During this time, the player can place, purchase, rearrange the contents of the restaurant in order to create an ideal layout that suits them. Once the day begins, customers will start slowly entering the restaurant, where they will sit at available tables and order food. The players will need to take the order of customers, make the ordered meal, and serve it to the customer. If there are no available tables, customers will queue outside waiting for a free table. If the customers spend too long waiting to make their order, waiting for their food to be served, or waiting for a free table, they will run out of patience, resulting in a game over.

Meals can be created by combining and/or processing ingredients. Ingredients can be combined by placing one on top of another (this can only be done with ingredients that are in the players hand or on a kitchen counter/appliance). Processes can be performed by placing ingredients om/in an automatic appliance, or by manually interacting with ingredients while they’re on/in a compatible counter/appliance. Meals may need to be placed on a plate or bowl before being served.

Customers will award points depending on how much patience they have remaining when they leave. At the end of the day, your points are totalled and you’re awarded money based on your performance. This money can be used to buy new equipment for your restaurant.

# Mock-Ups

Diagram

Description automatically generated

# Timelines

Table

Description automatically generatedGraphical user interface

Description automatically generated with medium confidence

# Summary

To summarize, we are proposing a VR Cooking Game with a Voxel aesthetic and point-based scoring system. The gameplay will be simple to understand and challenging to master, we have an in-depth plan for functionality, a visual wireframe, and a rough timeline for when work is to be completed for