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| --- | --- | --- |
| Project Design Document | |  | | --- | | *10/07/2025*  Group 19 | |

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| --- | --- | --- |
| Project Info | | |
| 1 **Tentative Title** |  | |  | | --- | | *Fast Food Simulator* | |
| 2Theme/Sector |  | |  | | --- | | Training | |
| 3 **Pitch** |  | In the game/app users will:   |  | | --- | | Prepare and deliver the right order to customers / client | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control   |  | | --- | | The clerk | | in this   |  |  | | --- | --- | | First person | game | |
|  | where   |  | | --- | | Mouse and keyboard | | makes the player   |  | | --- | | Move in all directions | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | Client | appear | | from   |  | | --- | | Over the counter | |
|  | and the goal of the game is to   |  | | --- | | serve as many customers as possible without making mistakes | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | From all cooking equipment | | and particle effects   |  | | --- | | Not present | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

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| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The player will interact with ingredients and cooking equipment* | | making   |  | | --- | | *The order* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | lives | | will   |  | | --- | | decrease (become red) | | whenever   |  | | --- | | The order is incorrect | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *“Fast Food Simulator"* | will appear | | | and the game will end when   |  | | --- | | The player fails the order 3 times | |

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| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Any other notes about the project that you don’t feel were addressed in the above.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due (tentative) |
| **#1** | |  | | --- | | * *Level and assets construction* | | |  | | --- | | *06/06* | |
| **#2** | |  | | --- | | * *Basic movement and mechanics* | | |  | | --- | | *20/06* | |
| **#3** | |  | | --- | | * *Client AI* | | |  | | --- | | *20/06* | |
| **#4** | |  | | --- | | * *Sound effects* | | |  | | --- | | *01/07* | |
| **#5** | |  | | --- | | * *Testing* | | |  | | --- | | *06/07* | |
| **Backlog** | |  | | --- | | * *Assets for the client* * *More ingredients, more kitchen functions* | | |  | | --- | | *mm/dd* | |

# Project Sketch

