**P2 Research**

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The game that I prototyped for P2 is a hotpot simulator, which falls into the simulation game genre. The two games that I would like to discuss about are Overcooked and Cooking simulator.

Overcooked has always been one of my favorite party game to play with friends. It is a multiplayer game that allows players to put on the chef’s hat and complete a series of cooking tasks within the time limit. The simplicity lies in the control but complexity lies in the cooking recipe: This is a game that no matter how organized you start with, it will eventually become chaotic and hectic with the different game mechanics out there (Dishes, etc) Other than that, Overcooked has really creative stage designs that goes hand in hand with newly introduced mechanics. For example, dashing on the conveyor belt and throwing ingredients when players cannot cross over to the other side. Moreover, the music in Overcooked also helps to intensify the gameplay: When time is running up, you can hear the music tempo also speeds up, which just makes the players even more anxious. Most importantly, the cooperation element makes this game so fun as it can either bring joy or fire among players as they may end up yelling at their friends for burning their hamburgers.

The second game I am going to talk about is Cooking Simulator, instead of being a cartoonish cooking game like Cooking Mama and Overcooked, it is a totally different simulation experience. Cooking Simulator has a realistic kitchen setup that allows users to, again, play the role of a chef. Like all real-life simulator games, Cooking Simulator has a horrible control (Not as horrible as some of the other games). But personally, I think the fun of a simulator lies in its clumsy and weird control. I like to watch people play such games as it is pretty entertaining to see others struggle with it. It can make the players frustrated but at the same time, appreciate real life. Moreover, players will usually find their best experience by exploring just how badly things can go wrong. You can make the kitchen messy, set it on fire, explode the gas canisters, burnt the food and smash the plates.

My hotpot simulator will also be a timed multiplayer game (right now it only supports single player). It will simulate the experience of eating hotpot with your friends and the end goal is to score higher than your friend does. It will have a similar approach as Overcooked by giving all the food an optimal cooking time and an “overcooked” time. Players score based on that. On the other hand, the control in my game is pretty complicated (maybe later on will be better optimized with a controller/joystick) so the hotpot experience can also be painful. I think a lot of playtesting is needed to find out how the control will affect the whole experience. All in all, I would like to explore some of the elements from the two games I mentioned above as inspirations for my own game and hopefully it will turn out to be good.