

Admin Documentation

Burmese Group

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Introduction

Welcome to Chef Mother, a web developed game that is based off of Nintendo's Cooking Mama.

Our game consists of three main functionalities, and three difficulty levels. The first functionality involves preparing the vegetables, as a knife slides across your screen and you click to chop them at the right time. The second functionality is grilling the burgers, where you must flip them at the right time or you will either undercook them or burn them. The third functionality is the assembly stage, where ingredients fall from the sky and you must stack them in order to create the finished burger.

With each stage, the difficulty increases progressively. The speed at which you must perform each of the functionalities increases for each level. Our game involves a point system for scoring, where the closer to the goal you are, the more points you get. Points can be spent in our two special-feature shops: the music shop, where you can buy two more soundtracks; or the utensil shop, where you can buy different color knives or plates.

You can also check your accumulated points on the leaderboard. We have two menus, one to create an account, login, or check the leaderboard. Once you login you have access to both shops and the ability to play the game.

In order to thoroughly test our application, we created a testing document that separates each test and edge case for each section of the game, and whether it was able to successfully pass.

We carefully considered how to design the game, which involved constantly modifying our resolution, sprites or methods to develop a fully functioning and visually appealing application.

System Overview

The Chef Mother application is a web-based software application that allows users to play a simple online cooking game. It enables users to be able to play, as well as customize their experience.

The application was built using GoDot as our engine, GD script for sprite movements, and other built in functions to ensure a smooth application.

For the art for the game, we used mostly the Pixel Studio IOS app in order to create pixel art sprites, backgrounds, and other logos.

The leaderboard and user login system was created and maintained using a database that will be created with sqlite3 and the interface is connected with flask to properly update the database. Godot Script supports calling JavaScript natively through their scripting language so this will be used to manage API calls, gets, and requests. More information on our system will be described in the technical documentation.

How To Run

1. Open your terminal and go to the directory where the repo was cloned from/downloaded from blackboard
2. Move into the directory `cm447-sp2024-Burmese-sprint_2/src/Cooking Mama`
3. Run the python script `server.py`, no user arguments are provided. `python3 server.py`
4. This will run a local web server at ip `127.0.0.1` on port `8023`
5. Open up the browser of your choice and in the search bar enter `127.0.0.1:8023`
6. The game will open and you will be greeted with the main menu screen

How To Play

As mentioned, each difficulty level consists of three functionalities.

The first functionality (prep) requires you to use your mouse or keypad and click at the right time in order to chop up vegetables. The more accurate your timing is, the more points you score.

The second functionality (grill) requires you to drag the burger meat onto the grill using your mouse or keypad. Then, flip the burger by pressing the space bar at the right time (when the left slider is in the green area). Once the burger is flipped, you must wait again for the right timing (when the right slider is in the green area) and take the burger off the grill and onto the bottom left plate. The more accurate your timing is, the more points you score.

The third functionality (assembly) requires you to stack burger meat and burger ingredients on top of each other by moving the bottom bun with the left and right arrows on your keyboard. The more accurate your placement is of the ingredients onto the bun (the closer it is to the center of the bun), the more points you gain. Once the third functionality is completed, that level has ended (whether it is level 1, 2, or 3) and you will be returned to the main menu.

How To Save Progress

Level progress is automatically saved after completion of each level. Once all levels are complete, then the player will replay the third level to gain more points if they so wish. Points are automatically accounted for as well after the completion of each stage in the level. Items you purchase from the store are saved and immediately equipped. Everything is done automatically in the background. If you want to restart your progress and start from the beginning, you can from the main menu.

Exploring Other Features

For our first feature, we decided to add a jukebox to the diner setting. In the jukebox, a player has the ability to purchase vinyls for 1000 points each by clicking on the vinyl icons in the jukebox. You access the jukebox by clicking on the vinyl hanging on the wall in the main menu. They can also select which vinyl to play in the jukebox once they are purchased. This vinyl will play in the background during gameplay.

For our second feature, we decided to implement a store. This store is accessed by clicking on the “store” sign on the main menu (after the user has logged in). The player can purchase different colored utensils or plates (green, blue, and purple) for 600 points each by clicking on the item icon they wish to purchase. Items that are purchased from the store are saved and immediately equipped. Players have the ability to equip different utensils or plates once purchased. These items will be displayed in the upcoming levels that they play. This gives players the ability to customize their gameplay.

These extra features that we implemented give our players a more enjoyable and customizable experience.