

Chef Mother

Allison Lenhoff

Brian Lawser

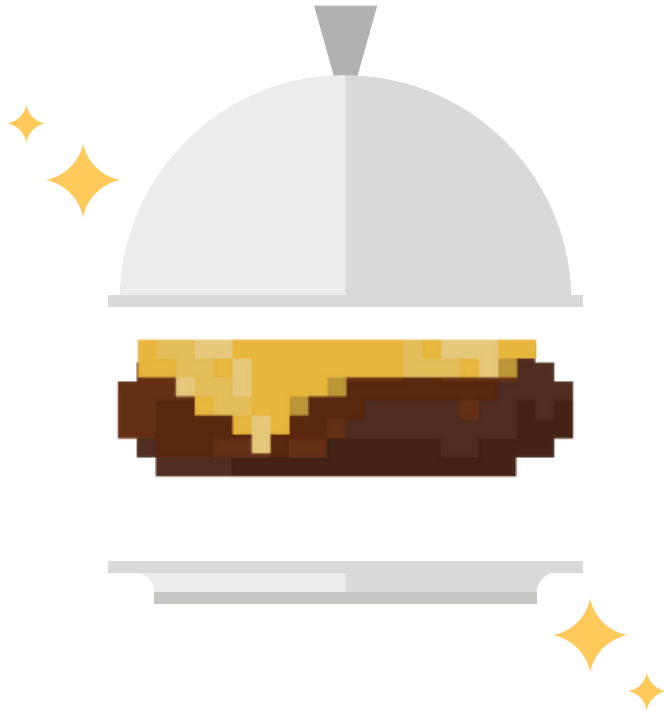
Michael Dickenson

Nikki Cayas

Yonas Tadasse



Game Structure



Preparation

In this stage, you are presented with a cutting board and must chop 2 different vegetables at the right time.

Grilling

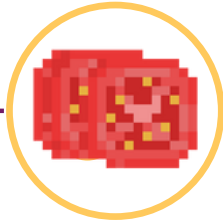
You must grill as many burgers as possible in the given time to the right cook level - making sure to not over or under cook them.

Assembly

For this stage you are given a bottom bun and must catch and stack as many ingredients as possible.

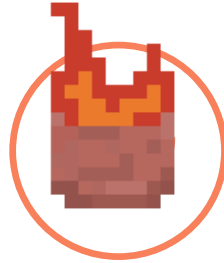
Functionality Difficulties

How We Implemented Various Difficulties



Preparation

Increased the speed of
the knife movement



Grilling

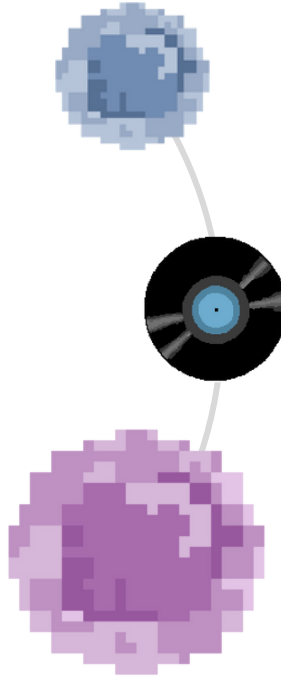
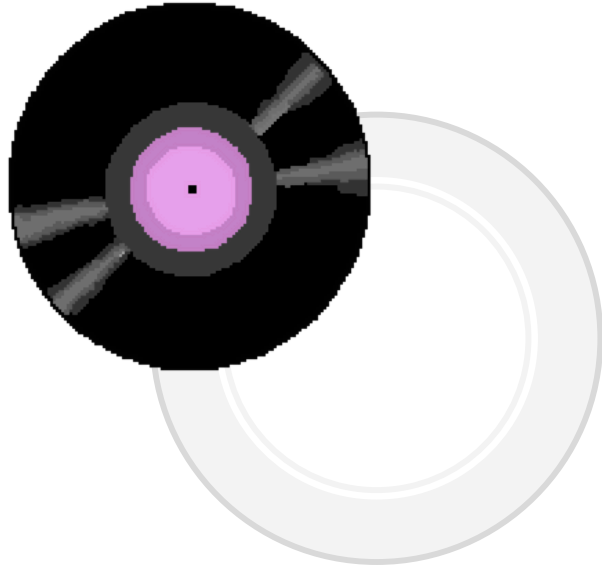
Increased speed at which
burgers cook, and
decreased allotted time



Assembly

Increased the speed
of the ingredients
falling

Extra Features



Utensil Shop

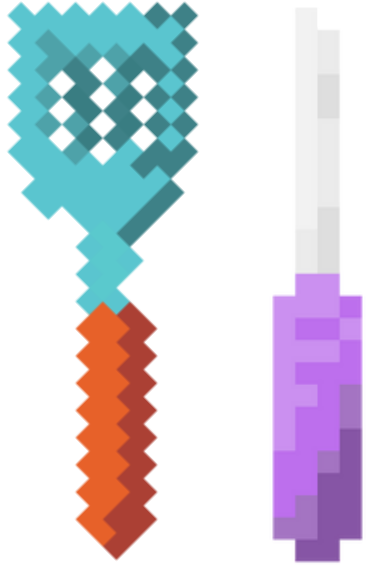
- Can purchase new colors of plates and knives to be used in-game

Music Shop

- Can purchase two new vinyls for background track while playing the game



Developmental Approach



Frontend

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

Art

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.

Backend

The leaderboard and user login system was created and maintained using a database with sqlite3 and the interface is hooked up with flask to properly update. GDScript supports calling JavaScript natively through their scripting language so this will be used to manage API calls, gets, and requests.

Updating Progress

Save State

Level progress is automatically saved after completion of each level.

Points

Points are automatically accounted for as well after the completion of each stage in the level.



Equipping Items

Items you purchase from the store are saved and immediately equipped.

Restarting

If you want to restart your progress and start from the beginning, you can from the main menu.

Demonstration





Thank you!