**GENERAL**

Active buttons show hover state on hover. Inactive buttons are grayscale.

If user clicks x, the game exits out.

Animations – dissolve in/out. Fill white/gray. Move from a to b. shrink, enlarge, turn slightly.

**PLAY MENU**

When user clicks the executable, the game opens and shows the Play Menu. Music starts and loops. The Play background image is shown. On top, there is ‘New Game’, ‘Credits’, and three buttons on the side that are inactive.

Clicking ‘New Game’ clears the screen and sets up Level 1.

Clicking ‘Credits’ shows a page with credits, including links to webpages of creators/contributors. Clicking the ‘x’ in the corner’ or pressing Esc takes the user back to the Play Menu.

Each side button is a potential save file. When a player saves their file in-game, a side button is activated. Clicking a file button will continue with that player’s saved progress. The button displays the username and the progress %.

**OPTIONS**

‘Music’, ‘SFX’, ‘Color’, ‘size’, ‘font’, buttons will be in the bottom left corner. Clicking them changes the image to indicate their current state. For music and SFX, it mutes or unmutes music or SFX,. Clicking the music button cycles through up to 3 music tracks, changing color to indicate each, before muting. Clicking the color button will change visibility to accommodate color-blindnesses. Clicking size will double-size the screen. Clicking font will cycle through 2-3 options.

Consider wrapping these options into a separate option page. On clicking Esc, space, or an ‘options’ button in the corner, the screen is darkened and deactivated. A prompt shows on top with all the options. Clicking options show text to describe them, whether they are muted, the title of the song, or the state is double-sized. Clicking x in the corner or esc or space closes the options prompt and reactivates the screen. Also an ‘exit game’ or ‘go to main menu’ buttons.

**NEW GAME**

When New Game starts, the screen is darkened and deactivated and the player is given a prompt to type a username. They can have up to, eh, 10 letters?

After submitting, the player is shown a prompt ‘Hello, [name]! Here is a gift for you!

**RECEIVE BOOK**

On clicking this prompt, it’s removed and Cooking Basics image button is displayed center, undarkened. When the player clicks this, a ‘prize’ sfx plays’ and they are shown the prompt box ‘You received [Cooking Basics]!’

**BOOKSHELF MENU**

On clicking ‘enter’, ‘space’, or anywhere on the screen, they are taken to the ‘in-game menu’ screen. This shows a bookshelf with one book, Cooking Basics, which is a button. It shows the title in the bottom-left corner on hovering.

There is an x in top corner to go back to main menu, which shows a ‘exit to main menu?’ prompt when clicked. There is a ‘yes’ or ‘no’ option to go back or cancel the action.

**BOOK**

Clicking a book shows the cover image on the left. On the right, there is a ‘page’ background item to frame the book-related elements. In it are the title 10 stars (or apples? Hearts? Food-something?) to indicate progress so far.

Conquered stars show star graphic. Unlocked stars are highlighted and empty. Locked stars are grayed with a lock icon. Hovering over stars shows either the title if unlocked or ??? if inaccessible. It also shows the title of the level and the food. If it is a conquered level, it shows the food clearly, but if not conquered, it only shows the gray silhouette.

Clicking an unlocked but unconquered star starts that level and plays an embellished ‘start’ sound. Clicking a conquered star shows a prompt box asking ‘play level or go to recipe?’. The player can click a button to ‘play’ or a button to ‘see recipe’, which takes the player to the recipe page. Clicking a locked star plays a denial sound.

The recipe page turns the ‘book’ icon into another page frame. The right page shows each ingredient, it’s name and amount needed, and the result. The left page shows the recipe title and mutable text content. Be default, this text shows simple instructions for how to make the dish.

Hovering over ingredients shows the description on the left, as well as a list of all the recipes that they are in, with ??? to indicate recipes not yet known. Clicking the top-left corner of a page ‘flips’ the page with a page-flip sfx. Clicking the x button goes back to the main menu. Unconquered unlocked pages show the title and blank pages. Locked pages show show ??? and a lock symbol.

OPT: One an unlocked unconquered page, have a ‘hint’ option? Players have a hint currency, and they can click the hint button to unlock and show what the first ingredient in the recipe is. Perhaps just one allowed, or perhaps up to all three ingredients.

The player can click x in the outer corner to exit the book, or press Esc to keep going one level ‘up’ until they exit the book.

**PLAY SETUP**

When a level is chosen, the screen shows a ‘a ‘Level x-x’ prompt with level title, and the food outline. Upon clicking ok or anywhere on-screen, a full-page message prompt is shown. A customer portrait outline is shown, and their multi-line message wraps around. Important words are highlighted. The food outline is not shown; they just saw it. When the player clicks that, the level is finally set up.

shows the pantry, the mixing boxes (inactive), mix button (inactive), and result box (empty). The client portrait is in the corner, and clicking it shows the prompt again. The level name is shown in the top-right corner, along with the exit x button to quit the level. The options button is just underneath. The options button may write the level title and show the silhouette as well, on the left side of the options? The pantry is filled with all the raw ingredients to make the recipe.

**ACTIVE PLAY**

Clicking any ingredient sends it to the first empty mixing box, activating the box so it’s in color as well. Clicking on an ingredient in the mixing grid switches it back to the first empty pantry spot and deactivates the mixing box.

When 3 foods are filling the mixing boxes, the mix button activates. Clicking the mix button deactivates the rest of the screen and displays the result box. The result box changes to either correct or incorrect state and becomes a button. If clicking a correct result, it displays the result food in the center, double-sized, with the food name below. Clicking the food sends the food to the pantry and deletes the mixed ingredients. If clicking a failure box, the mixing foods are just sent back to the pantry.

OPT The game keeps track of all ‘wasted’ food, as though every failure results in having to replace the ingredients. Keeps to the theme of being resourceful and using up what you have. This motivates players to think carefully, but without feeling pressured by time or limited chances.

**WIN LEVEL**

Once only the remaining goal food is available, a special ‘win’ SFX is played, perhaps a shining animation effect. Click on the food and the prompt page with the client is shown with a new ‘win’ message of thanks. Clicking this deactivates the page to show book pages.

The book pages appear and a star is animated and shown on the book index page. Then the pages change to the recipe page and the page animates to show it being filled. A message prompt shows, saying ‘you got the ‘[recipe food] recipe!’ Or, just show the recipe page being filled, and then show the star stamped on the recipe page. Have a star in the book corner to show its state. The data is saved to the file.

Upon accepting a recipe, the screen switches to set up a new level and shows the ‘level x-x’ page for the next level.

**BRANCHING OPTIONS**

Alternatively, a prompt is shown asking the player to choose between two options. They show the name and outline for each. Don’t name the branches, just theme them naturally and let the player figure it out. The player can click either one, or an x button to go back to the main menu.

When the player defeats the final level, a special victory sound is played. Upon completing the book, the player is shown the book cover image, an animation of it shining or such, then a prompt saying ‘You’ve mastered [Cookbook]!’ On clicking that, the book and prompt dissolve out and two new books dissolve in, similar to when choosing between two levels. On clicking a book, a prompt appears asking if the player is sure of their choice. The player can click yes or no. If yes, the information is saved. The prompt ‘You received [book]!’ shows with the book being displayed and must be accepted. When accepted, the player is taken back to the bookshelf.

**SHOPPING**

The player WINS CURRENCY for every won level. Currency can buy recipe books or hints. Finishing each book always unlocks at least one book, so the player always has at least one option. Perhaps the less ‘waste’/wrong mixes a player makes, the more they earn? Levels always give at least enough to buy hints, so really struggling players can always get help. After finishing Cooking Basics, the player is automatically given a choice between two books. They can also buy one other book if they saved enough. Perhaps show the books being stacked up in a pile?

**STORE**

There is a bookstore button in the corner that is only activated after cookbook basics is complete. Clicking it opens a store page. Book icons are shown with their titles and cost. The up and down button can be clicked if the book list grows too long. Clicking a purchase shows an prompt. If not enough money, it says ‘You don’t have enough yet! Save up!’ If enough money, it asks ‘Are you sure you want [bookname]?’ Click yes to confirm and add to user data. Remove the coins from the player’s wallet. More challenging books are more costly, so players who are doing well can access more challenging things earlier.

**100% ACHIEVEMENT**

OPT Books that are completed show various little bookmarks the more the player works through them.

If there is no next book, the player is just taken back to the bookstore.

If all recipes in the game have been completed, a special page shows saying congratulations, you’ve completed it all! You’re a chef master! Thank you for playing!’ and a note or something from me, credits.

Their file gets a gold star icon.