CHOP CHOP HUSTLE...

...will simulate the experience of being on the line in a fine dining restaurant. The pressures of gameplay will involve a clock counting down to when service starts, the user's ability to press the right keys representing hand movements and the accuracy of their "cuts" being simulated by how quickly/closely they can trace a line across the produce from their prep list. If the wrong key is pressed or the right key is released at the wrong time, the produce will roll off the cutting board, if the cuts aren't straight the user will be instructed to start again, after being chastised by the head chef. And worst of all, if the user gets too careless with their precision, they could accidentally cut off one of their digits, GAME OVER!
While the gameplay is obviously simulated, the left hand movements will emulate holding something ,while the right hand moves back and forth with the knife/peeler.

FUNCTIONALITY AND MVPS
ChopChopHustle's game play will be centered around:

° Cursor tracking to simulate using kitchen tools
° Object state tracking driving changes in animation
ex: object/ spite splits on successful cut

° A game clock that displays remaining time in round
° A "prep list" of objectives that allows the user to pick which task to perform

° On hover color outline changes to all of the following to communicate click-ability
° "Recipe book" that instructs user how to play
° Peripheral props that link to about/ bio/ GitHub pages

° A diagram of the classic French knife cuts

BONUS:

° Interactive cutaway loadscreen
° Wipe scene transitions
° DIALOGUE BUBBLE KITCHEN JOKES
° Chef's shadow effect as they / lurk/watch over the shoulder off screen

WIREFRAME INCLUDED AS PDF;

In addition to the setup outlined on the A/a website, I will be using:

° Canvas
° WebGl, p5, and Three JS
    -and any of their dependencies I may need during build time
° Adobe Animator
° Tentatively: Blender
    - if allowed / I can figure it out

TimeLine:

- Fri-Sun: Research, Initial Setup, Initial Styling, File Tree Population, Class Layout, Initial Pseudo Code/ File Architecture
- Monday: Build out bottom level objects. Test core interactions/ fix preliminary bugs. Have animation ligature functional by end of class. Spend the evening designing objects skins, backgrounds, props, and 2 menus
- Tuesday: Fine tune animations, build higher level/ non-integral objects, incorporate the visuals from the work I did the night before. Have other people play first operational version by midday, collect feedback and evaluate. After addressing any issues, if time allows, do final styling, finish any animation/design work left to be done
- Wednesday: Lock down all loose ends. If time allows, make more people play/ try to break my app, then evaluate.
    - If time allows, incorporate as many items from the bonus list as possible
- Thursday A:M, last minute cosmetic adjustments, create readme file and any other sharing related considerations before Deploying