

All Roads Lead to Cordyceps

You're trying to cook a
lovely meal...

Team Teal -

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Christiana Nardi (Computer Science)

Ivan C. (Computer Science)

Tatiana (Art)



Our Repo



MVP SS &
GitHub
Link

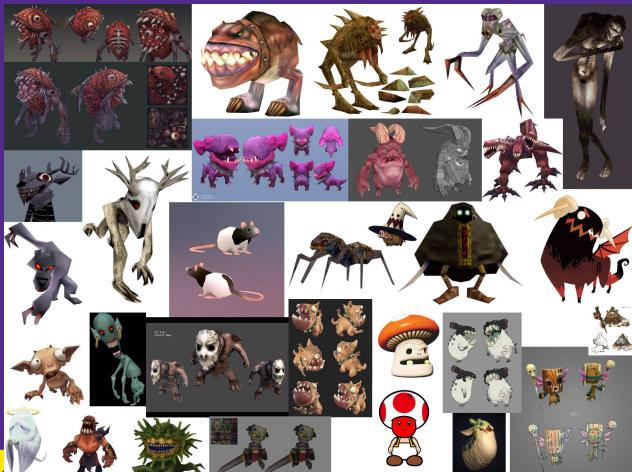
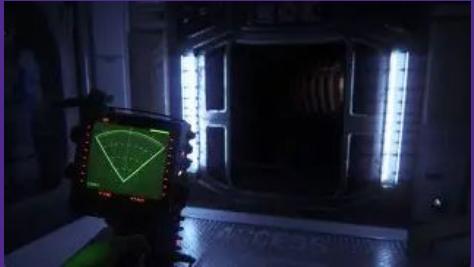
High Level Concept

- Project Name: All Roads Lead to Cordyceps
- Genre: Cooking Simulation, Horror, Survival
- Number of Players: 1
- Project Summary: You are trying to cook a lovely meal, but the kitchen is a wreck! Search for the missing ingredients while something tries to make *you* their own meal.
- Unique Selling Point: Combines cozy cooking mechanics with the tension of survival horror.

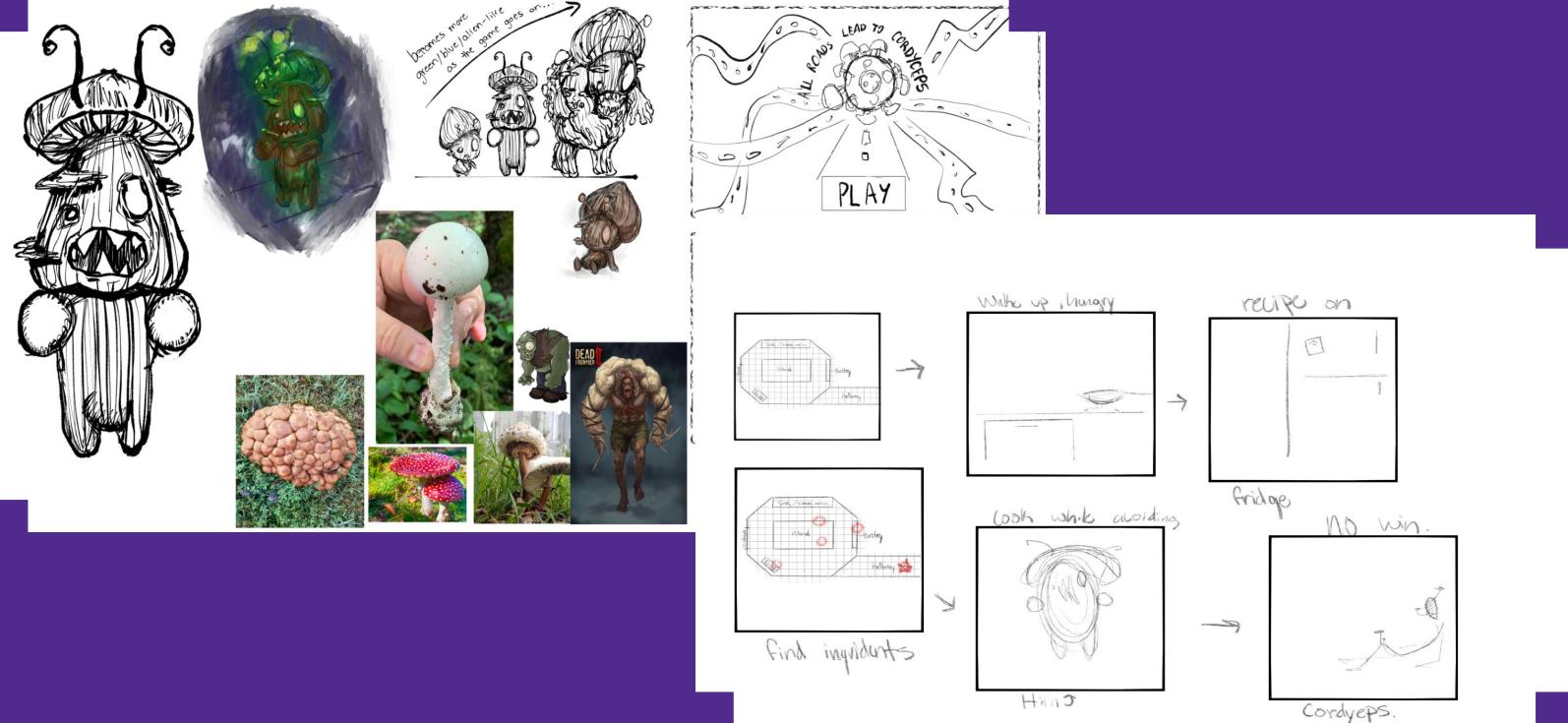
Design Specifics

- 3D
- First person POV
- Mouse and WASD

Visual Style



Posterboard



Asset List



Asset Name	Hero/Filler	Custom/Lib	Notes/Concept Art
Game Logo	Hero	Custom	Displays title
Main Character	Hero	Custom	Player
Monster	Hero	Custom	Angry mushroom
Kitchen	Hero	Custom	Dark, cluttered, etc.
Soundtrack	Filler	Library	Music that adds tension
Ambient Sounds	Filler	Library	Footsteps, Dripping, Growls, etc.
Kitchen Items	Hero	Custom	Ingredients, tools, etc.
Game Screens	Hero	Custom	Win/lose, start, etc.

Calendar & Roles

Rough tasks for next 5 weeks



Gantt Chart

TASKS	NOV 1-7	NOV 8-14	NOV 15-21	NOV 22-28	NOV 29-DEC 5
TASK 1	Setup and Planning				
TASK 2		Environment and Core Mechanics			
TASK 3			Lighting, Enemy and Player Interaction		
TASK 4				UI, Visuals, and Extras	
TASK 5					Final Touches and Deployment
TASK 6		Bug Fixes and Testing			

Artist A → Engineer I

Kitchen environment
Textures
Lighting
Interactive props

Game scenes
Enemy pathfinding
Debugging
Refinement & Extras

Engineer C → Artist T

Player movement
Cooking system
Environment interactions
Debugging
Refinement & Extras

Monster Designs/Modeling
Title art
Screen Designs
Cut scenes (extra)



References & Risk

References:

- [Video 1](#)
- [Video 2](#)
- [Video 3](#)
- [Video 4](#)
- [Video 5](#)
- [Video 6](#)
- [Video 7](#)
- Outline Effect: José Guerreiro

Risks:

- Time constraints
- Scope
- Consistent artstyle
- Balance visibility w/ gameplay

Thank
you