ZERO STAR CHEF

Made for Godot Wild Jam #82

Theme: Unseen

Wildcards: Immersive (Have your UI be part of the world)

BOOM!!!1 (There must be at least one explosion in the game)

Report Card (Grade something the player does)

Introduction: Welcome to the fanciest restaurant in the city... or at least it was supposed to be, before you came along. After accidentally *pacifying* the head chef of this five-star restaurant with your car, you decide to don his uniform and take over for the night... the show must go on! Theres only one problem... you have NO idea how to cook, what the ingredients even are, or what the names of the dishes mean. Can you keep the restaurant prestigious, or will you become the world’s first ZERO STAR CHEF?

Gameplay Description: In ZERO STAR CHEF (ZSC), you play as a chef who doesn’t know what they are doing. Customers will enter the dining area and the waiters (not controlled by the player) will take their orders. However, you do not know what these dishes are. The waiters will instead give you a vague description of the dish, along with any instructions the customer had. It is then up to you to figure out what the dish requires, and make it from ingredients you also don’t know the name of. Instead, the player is also given a description of each ingredient. The player picks up ingredients by interacting with their containers found in the various stations of the main kitchen area, as well as the freezer and the pantry. The player can then bring the ingredients to a countertop or a cooking area. Then, the player can interact with an ingredient while holding another ingredient to combine them, creating dishes – some real, some not. The player then transfers the dish to the correct waiter, and the food is sent to the customer. All the while, the customer is getting increasingly angry the longer they wait. At the end, the player is given a rating by the customer based on the accuracy of the dish they wanted. If a customer gets too angry, they will leave and the player will incur a heavy penalty in rating at the end of the day (otherwise, the anger level is not a factor in rating). To perform well, the player will want to take notes outside of the game, figuring out what ingredients are needed for each dish, and where each ingredient can be found.