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.

~~BREAD~~ – ~~PASTRY - BEEF~~ – CHEESE – MIXED LETTUCE – TOMATO ~~– HOUSE “SAUCE”~~ – FRUIT MEDLEY – ~~PINE NUTS~~ – CUCUMBER – ~~VINEGAR – SALT~~ – DOUGH – ~~MUSHROOMS~~ – CHICKEN ~~– PASTA~~ – CREAM – ~~GARLIC~~ – MIXED VEGETABLES – ~~SUGAR~~ – BUTTER

There are three areas in the game the player can get ingredients from: The Cold Station, Freezer, and Dry Storage. The cold station is near the countertops in the main kitchen, and ingredients from it do not require preparation. The Dry Storage is a pantry in the back, and ingredients from it do not require preparation. The Freezer is also in the back, and is where the raw meats are stored. Raw meats must be cooked on the stove. The only signal for when a meat is done is visual. And it is easy to forget about a meat and burn it, or even cause the stove to explode.

There are different kinds of cookware in the game: Stove, Oven, Mixing Bowl. Each recipe requires it be cooked in one of these three. The player goes to the storage areas and picks up ingredients, then places them in the cooking station of their choosing. Once three ingredients are placed in the cookware – as each recipe requires three ingredients – the cookware will begin an invisible timer. Sparkles indicate the dish is ready to be served – which the player can do by interacting with the cookware with a dish – smoke indicates that the food is burnt. Burnt Sh\*t and Undercooked Slop are both potentials

Recipes:

Cheeseburger – STOVETOP – Bread, Red Meat, Cheese

House Salad – MIXING BOWL – Mixed Greens, Tomato, House “Sauce”

Fruit Salad – MIXING BOWL – Mixed Greens, Mixed Fruit, Mixed Nuts

Cucumber Salad – MIXING BOWL – Cucumber, Vinegar, Salt

Beef Wellington – OVEN – Bread, Mushrooms, Red Meat

Chicken Marsala – OVEN – White Meat, Mushrooms, House “Sauce”

Spaghetti With Balls – STOVETOP - Tomato, Pasta, Red Meat

Mac & Cheese – STOVETOP - Cheese, Pasta, Cream

Tomato Soup – STOVETOP - Tomato, Cream, Garlic

Stir-Fry – STOVETOP – Mixed Vegetables, Garlic, Salt

Shortbread Cookies – OVEN - Salt, Sugar, Butter

Candied Figs – MIXING BOWL - Mixed Fruit, Sugar, “House Sauce”

Blueberry Tart – OVEN – Mixed Fruit, Sugar, Bread

Descriptions

Cheeseburger: Take some steak and dairy, put it between some loaf.

House Salad: Throw together some greens, throw in some red – sliced – and then finish it off with some “sauce”.

Fruit Salad: Throw together some greens, then add some other colors. Toss in some of those nuts (hehe) we got last week.

Cucumber Salad: Throw together some of that pre-pickle, then add some flavor crystals and tang.

Beef Wellington: Smother some steak with the fungi, then cover that in some dough.

Chicken Marsala: Take the little bird fella and smother it in fungi and “sauce”.

Spaghetti With Balls: Turn the cow into balls (hehe), then add it to some noodles covered in red.

Mac & Cheese: Cook some noodle, with a creamy and cheesy sauce.

Tomato Soup: Heat a bowl of red, and make it creamy. Scare a vampire for flavor.

Stir-Fry: We mistakenly got a shipment of a bunch of random vegetables. Just throw them in a pot with some flavor crystals – and maybe scare a vampire.

Shortbread Cookies: They want a dessert. Add some flavor crystals and give it a churn.

Candied Figs: They want a dessert. Add some colors and cover it in “sauce”.

Blueberry Tart: They want a dessert. Add some colors and throw it all in some dough.

Bread: Fluffy thing that is dry on the outside, and squishy on the inside. It looks perfect for holding edible things together.

Pastry: Flaky paper thingy. Pretty sure it’s some kind of bread, or just fancy cardboard.

Red Meat: A big chunk of something red and firm. I’ve been informed it was previously attached to something that mooed.

Cheese: This is definitely cheese, but earlier I could have sworn it whispered something to me. So, this is definitely sentient cheese. It has feelings and dreams.

Mixed Lettuce: A bunch of green leaves. They look crunchy, and taste like grass.

Tomato: Round, wet, red thing... fruit? Vegetable? Confused berry?

House “Sauce”: Some sort of “sauce”. Not sure it is entirely edible... or what it could even possibly be used for.

Fruit Medley: A bunch of bright squishy objects. Possibly candy, possibly plants. Tastes like a rainbow of color!

Pine Nuts: Ah yes, of course. These are the seeds from the pinecone of the Colorado pinyon, otherwise known as the Pinus edulis. Glad my biology degree finally paid off!

Cucumber: Some sort of long green thing. It looks like, with a little hope and determination, it could be a pickle if it wanted to.

Vinegar: Some sort of angry, tangy liquid. Smells like sadness and sour grapes. Drinkability: unclear.

Salt: White sandy grit. Despite its look, it doesn’t taste like sand. Is this sugar?

Mushrooms: Little brown hats, probably safe fungus... but nobody warned me if they were poison.

White Meat: Pale chunks of meat from an animal that looks like it used to fly. Like... a flying cow!

Pasta: A bunch of thin yellow strings. They break when I try to break them. Simply put, they need nourishment and possibly the love of a grandma.

Cream: Looks entirely like milk. But like... fatter. Fat milk. Big fat milk. Sorry – I am being rude. To the milk. Fat milk.

Garlic: Strong smelling onion-ish lump. Even a small amount made my breath terrifying.

Sugar: Small white crystals. Despite its look, it doesn’t taste like sand. Is this salt?  
  
Butter: Yellowish creamy brick. Probably made of cream that has been violently reshaped – what the hell does it want?