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1. What is the nature of the gameplay? That is, what challenges will the player face? What actions will the player take to overcome those challenges?

The nature of the gameplay is similar to Crossy Road/Frogger where the player is trying to reach the other side. It will be a cooking game in which the user is trying to assemble ingredients to make a pizza. The challenges include dodging obstacles while getting the ingredients and "assembling", if they make contact with the obstacle then the items they are holding are lost. The actions that the player will have to take to overcome these challenges include using WASD keys to avoid the obstacles.

2. What is the victory condition for the game? What is the player trying to achieve?

Victory condition: achieving the highest number of pizzas made within the allotted time. Although the game does not have a standard endgame scenario, maximizing the player's score by completing the sub-goals within the constraints given acts as a sort of "end state" that motivates the player to beat one's high score over time.
There are three sub-goals to complete to reach the goal of completing a pizza:
1. Navigating to and clicking on all ingredients
2. Navigating to and clicking on the assembly table
3. Navigating to and clicking on the oven.
The player colliding with the moving kitchen staff/obstacles will reset their progress back to the previous sub-goal.
Player goals: The player is aiming to get high scores (determined by number of pizzas made) at different difficulty levels.

3. What is the player's interaction model (mouse/keyboard)?

The player uses WASD keys to move and navigate around the kitchen to collect ingredients, while ensuring they don't bump into the kitchen staff and drop items that they've collected. The mouse will be used to interact with the ingredients like collecting and dropping them to create the pizza. It will also be used to interact with kitchen appliances, such as the oven, to bake the pizza.

4. What is the general structure of the game? What is going on in each mode, and what function does each mode fulfill?

The general structure is a user/chef is trying to gather ingredients from a pizza, the chef has to navigate through obstacles/kitchen staff to get to the other side for the assembly table. The pizza is assembled and the chef has to navigate back to the other side for the oven.

The only modes are the initial difficulty settings, which change the available time and the

number of kitchen staff/obstacles the player must avoid. As the difficulty of the mode increases, the number of obstacles increase, making it more challenging to create a pizza.

5. Does the game have a narrative or story as it goes along? If so, summarize the plot.

The game does not have a progressing narrative. The "story" is that the player plays as a kitchen worker tasked with making a record-breaking number of pizzas in a single night.

6. Why would anyone want to play this game? What sort of people would be attracted to this game?

People want to play this game because it adds a competitive aspect of trying to beat your score or trying to get a high score given obstacles and a time constraint. The people that this game would attract are people who enjoy cooking games in which the user has to be aware of time management and obstacles. Audiences that enjoy games like Overcooked or Papa's Freezeria would be attracted to this game.

Instructions Manual

Using WASD keys to move chef (player).

Objectives:
-   Collect ingredients on counters (click ingredients)
-   Assemble ingredients to make a pizza (clicking cutting board)
-   Bake the pizza (click the oven)
-   Deliver the pizza to the table in the center (click the table).

Avoid obstacles or else ingredients/pizza are lost.