Cafè Dolci Kitchen

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Game Proposal
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Game Title: Cafè Dolci Kitchen

Summary Introduction:

       This is a casual point and click game with the theme of cooking and baking. The game with be aimed towards children, but adults can also play it. The game will be 8-bit and will require chiptune music with pixelated styled art. The retro feel will encourage the older audience to play the game. It will be made to be playable on PC, but could very well be a mobile or console game.

       The player would be placed into a restaurant setting as a chef. The restaurant the player will be working at is a cafe called Cafè Dolci, translating to Sweets Cafe. This establishment bakes and sells pastries and coffee beverages. Player will be introduced to the cafe by its owner Caffè Latte, an interesting young man who has a set of cat ears and a tail. Since Player is new to the establishment, Mr. Latte will guide Player through a tutorial of how to make a simple beverage (tutorial level). In later levels, Mr. Latte will not help Player step by step, but might encourage Player from the sidelines.

       There will be another person working at the cafe that may appear when an order is made. The waitress named Nina will come to Player for an order to be prepared. Nina is a young woman with a set of rabbit ears and a little tail. Her role in the game will serve nothing but to give Player an order to be completed.

Gameplay Summary:

       Player will be able to use their mouse to point and click on ingredients. Player will be able to drag the necessary ingredients and mix them together, as well as set the oven to the right temperature, and more. Player will always be able to look up the recipe in a recipe book given to them. With this information, Player will be able to select and combine the needed ingredients.

       Each new recipe will be a sort of "level". Some levels will be more complex than others. For example, making a cup of coffee will be easier than baking and decorating a chocolate mouse cake. However, there will be a time limit for each level depending on their difficulty. For example, a chocolate mouse cake will take more than a minute, but a cup of coffee should take no more than a minute.

Feature List:

★ Learn how to cook without trashing your own kitchen!

   ○ If you are new to the kitchen, cooking can be dangerous! With this game, you can learn how to cook without an incident.

★ Create several different real pastries and beverages like a professional!

   ○ The recipes will be real and this game will actually step you through how to make certain dishes. For example, using the correct amount of ingredients and the setting the correct time for an oven.

   ○ In this sense, this game can be labeled as educational.

★ Original characters and sprites made in the classic style of pixel art!

   ○ I will make all of the art. The characters in this game are also original creations who previously had art and comics. I want the style of the game to be welcoming to children and appealing to adults. It will be sweet in every sense of the word.

★ Catchy chiptune music for a retro yet modern feel!

   ○ I will also find any free to use chiptune music that will fit the style of the game. Something happy and soothing while cooking, but fast paced for when time will be soon to run out for the current level!

   ○ The music will of course be royalty free and sourced.

★ For everyone in the family to play and learn!

   ○ This game will be for any age. Young children will love the cute characters and time challenges. Older players will love the appealing art and possibly learn a new recipe to recreate.

★ Unlock new items to customize your kitchen with your favorite colors and themes!

   ○ Player may be able to unlock customizables for the kitchen. For example, if Player beats five levels, they may unlock a new tile theme for the kitchen. These will be like "hats" and serve no purpose but to look good.

   ○ Additionally, there may be clothing customization for the two characters Caffè Latte and Nina.

★ Beat high scores by taking less time and get rewarded doing so!
  ○ The scoring system for this game is based off of time of completion.
  ○ Certain times will reward Player with a higher score. For example, if Player finishes a 10 minute recipe in 7 minutes, they will be rewarded. If Player finishes that same recipe in even less time, say 5 minutes, they will be rewarded with a better score.
★ Use earned points to shop for new items and new recipes!
  ○ There will be a mini store in the game that Mr. Latte will conduct.
  ○ Player will be able to use score points to purchase new items or new recipes. These items may be cosmetics for the kitchen or characters, but may also be new utensils for cooking, such as a blender.
★ Play fun mini games as Caffè Latte and Nina!
  ○ There may be mini games where Player can play as the two characters introduced in the game.
  ○ One mini game idea is that of a "Catch the Pastries" game where Player must move the character left and right to catch falling pastries from the sky.

Budget & Time Estimation:
- **Prototype of Game (9/27/2016)**: Very basic prototype of game with minimal gameplay.
- **Design Document (10/4/2016)**: Fleshed out documentation of game.
- **Version 0.1 (10/18/2016)**: Basic version of game with minimal art.
- **Version 0.3 (11/1/2016)**: A build on from Ver 0.1. Will include more art.
- **Version 0.5 (11/15/2016)**: A build on from Ver 0.3. More functionality and aesthetics.
- **Final 1.0 Release (12/13/2016)**: The first iteration of the game.

Assuming 15 hours a week will be dedicated to making this game by one person, at the hourly rate of approximate minimum wage ($9) the total cost would be $1,755. However, the weekly approximation of time is difficult to determine. This cost includes the art and the programming (aesthetics and functionality). The music to be used will be found online and will be royalty free. Thus, music will not be accounted for in cost.

Competitive Analysis:

Cooking Mama Series (Taito Corporation)

- Genre: Simulation, Minigame, Cooking
- Platforms: Console, Mobile
- Cooking Mama is a single-player game where the player is taken step by step into recipes. This game has many different types of recipes ranging from breakfast foods to dinner, mostly consisting of dinner foods. The player is rewarded with medals depending on quality of food created.
- Cafè Dolci Kitchen will be similar to Cooking Mama with the basic concept of being a cooking game. However, there will be different components that will make Cafè Dolci Kitchen stand out. The characters are appealing and interesting, making them an easily appealing component to Player. The scoring system will be based off of time rather than quality of food (since Player will be making food FOR someone and not just because). Cafè Dolci Kitchen also has more "story" elements than Cooking Mama does, although the Cooking Mama series has increased in number of games and number of characters.

Diner Dash Series (Gamelab)

- Genre: Strategy, Time Management
- Platforms: Computer, Mobile, Console
- Diner Dash is a single-player game where the player plays as a waitress named Flo who works at a Diner and must tend to her customers in a timely fashion. There are many different types of Diner Dash games, but the key element in all of them is to get customers' food to them before time runs out. The player is rewarded through tips left by the customers.
- Cafè Dolci Kitchen will be similar to Diner Dash regarding the theme of time management. Just like in Diner Dash, Player is tending to customers in a restaurant setting. Although Player is not directly interacting with the customers, Player is still working for the customers.

Expansion Plans:

- **DLC**:
  - Expansion on recipes: Get a new recipe book that contains a whole new set of recipes to make at the cafe. There can be different types of recipe books, each being a DLC. For example, a recipe book specific for types of cakes.

- **Sequels**:
  - The new game will be about Mr. Latte's friend Hexx who is a wizard in training. The gameplay will be very similar, but the setting will be different. Instead of a cafe, Player will be "cooking" magical spells in a laboratory of some sorts. The theme will be spookier but still appealing to children.

- **Cosmetics**:
  - Cosmetics have already been included into the game, but there can be micro transactions for premium skins or recipes.

Mockups & Concept Art:

Basic HUD design
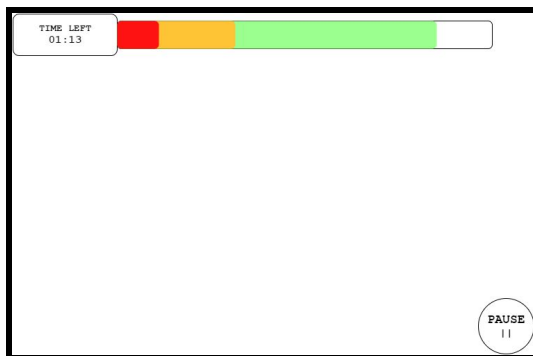
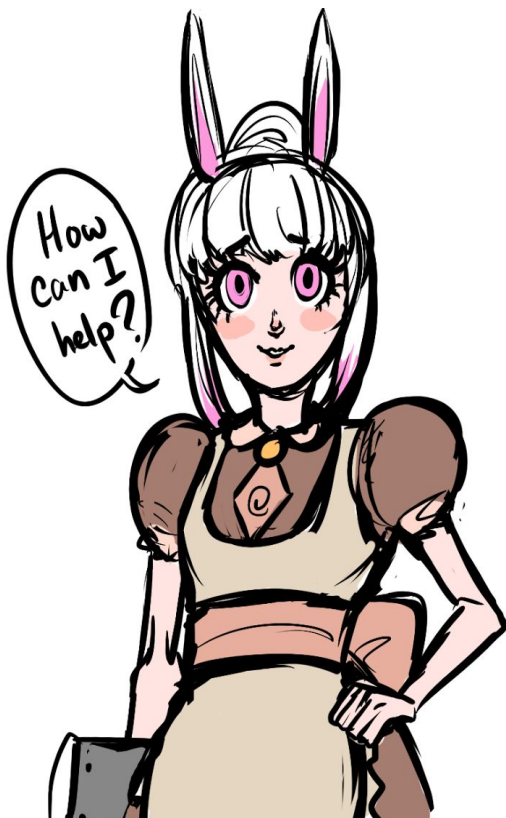Basic Pause Menu design
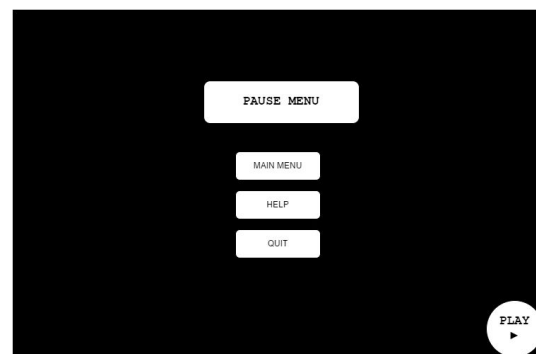
Banner Sprites

Main Characters

Welcome!

DON'T FORGET THE TAIL!

Caffè Latte

owner of
Café Dolci

How can I help?

Nina

Waitress of
Café Dolci

Title Screen Concept

In-Game Concept