

Ignacio Amezcua
Darrachan Helm
Kian Thompson
Joseph Waterbury

Cook Book

Pillars:

1. Educational
2. Casual

Game Description:

Our game is a fun, educational cooking experience of delicious varieties of food and many different kinds of seasonings that mirror real life cooking recipes! The player will be able to interact with many different kinds of ingredients to make some delicious foods. The majority of the cooking steps will feature fun little mini-games to make the cooking experience fun. These recipes will mirror real ones so the player actually has an educational experience by learning new recipes that they may one day want to try cooking in real life. The player will not only feel rewarded by completing the tasks successfully but also by learning about new types of seasonings, spices, ingredients and much more.

Mechanics List:

- Drag and Drop gameplay
 - Dragging and pouring items into bowl
 - Dragging and dropping sushi onto rice
 - Dragging and dropping shrimp tempura onto fryers
- Keyboard gameplay
 - Typing minigame
 - Spacebar interaction (cutting sausage and cracking eggs)
 - Arrow keys
- UI / Menus
 - Generally for getting around the game and displaying useful information to the player.
 - In the form of buttons that indicate on hover

Desired Player Experience:

- Our game causes the player learn a thing or two about real world recipes through the design structure of our minigames. We think it is important that the user is exposed to new types of food and possibly learn how to cook new stuff. We wanted them to have a fun time doing so and maybe learn about some food they haven't heard before.
- Our game causes users to feel relaxed due to balancing of difficulty in our minigames. Most cooking games involve a race against the clock (example: Overcooked) which can

cause an intense experience and even make players a little anxious, which is not the vibe we are going for. Our game provides a more laid back experience which was achieved through proper playtesting and game balance methods.

- Our game allows users to be enveloped in a warm and comforting environment due to the visual and auditory aesthetic of Cook Book.

Roles List:

- Ignacio Amezcua
 - Programmer
 - Artist
 - UI
- Darrachan Helm
 - Programmer
 - Artist
 - Audio
- Kian Thompson
 - Programmer
 - Audio
- Joseph Waterbury
 - Design
 - Production

Task List:

- Ignacio
 - Set up Discord
 - Set up Github
 - Work on art assets
 - Title Screen
 - Menus
 - Mockups
- Darrachan
 - Work on art assets
 - Programming for Scenes
 - Compile a folder of SFX
- Kian
 - Look up Audio sounds for food
 - Sizzling
 - Chopping

- Background music (calm / relaxed)
 - etc
- Programming on Scenes
- Joe
 - Design Minigames
 - Create Trello board
 - Conduct playtesting