

(L)ovely Chef Louise: Foodfight!!

Playing with food has never been so much fun

Synopsis

Louise, a lovely chef from South Korea, travels the world to learn tasty recipes from foreign traditions. During her journey, Louise faces powerful chefs desiring to show off their cooking skills. Meanwhile, a powerful and obscure chain of restaurants opposes her journey. As our heroine advances, an ancient secret is revealed and Louise will have to use her extraordinary ability to save the world from a dark and ancient culinary threat.

Game concept

Lovely Chef Louise: Foodfight!! is an adventure game combining elements of the turn-based strategy and puzzle video game genres.

At each stage, two players compete using recipes and mixing ingredients on a worktop to prepare animated dishes. Once a dish is ready, it tries to get to the other side of the worktop to be eaten by the opposite chef, consequently filling her belly. The chef whose belly gets completely full loses the fight. When Louise wins a competition, she acquires a new recipe.

In the following, the game elements are presented.

Ingredients

Ingredients are the basic elements of the game. By combining the ingredients the chef can prepare dishes used to “attack” the opponent. The game will include 17 basic ingredients:

- Meat, fish, vegetables, eggs,
- Pasta, rice, flour,
- Fruit, nuts,
- Condiment (includes sauces, seasonings, dressings, fats...),
- Water, milk, cheese,
- Sugar,
- Seaweed,
- Alcohol,
- Beans

Worktop

The game takes place on a cooking worktop. Each chef controls half of the worktop. The worktop is divided in squared cells (a matrix). Each ingredient fills one

cell, while the dishes have different sizes and fill more than one cell. Therefore, space management is important.

- Option: the chefs share the same space and the same ingredients.

Recipes

Recipes are inspired by national specialties from Korea, China, Japan, Spain, Italy, France, UK, and Portugal. Each recipe has got the following attributes:

- **Name:** Name of the recipe.
- **Nationality:** Country of origin of the recipe.
- **Ingredients:** List of ingredients that are needed to prepare the dish. This list is necessarily a simplification of the reality. To prepare the dish, the ingredients have to be located in contiguous cells on the worktop.
- **Shape:** Shape of the final dish on the table, in terms of cells occupied. The first number refers to the number of rows, while the second one represents the number of columns occupied.
- **Difficulty:** Level of the recipe. A difficult recipe requires more ingredients than a simple one, but is more powerful. Each player starts with three one-star recipes, two two-stars recipes, and one three-stars recipe.
- **Flavor:** Attack power of the dish. Used when the dish bumps into an enemy dish and attacks it. The flavor of the attacker is subtracted to the calories of the defender and the flavor of the defender is subtracted to the calories of the attacker. When a dish's calories fall to or below zero, the dish is destroyed. This process continues until one or both dishes are destroyed. If the attacker survives, it resumes its movement.
- **Calories:** Physical resistance of the dish. Used when the dish is attacked by an enemy dish and when the dish is eaten by the enemy chef. When the dish reaches the enemy chef, its remaining calories are summed to the chef's belly counter.
- **Special:** Special power of the dish. Could be anything. Really.

Other possible attributes are:

- **Cooking time:** Number of turns taken to get a "functional" dish once the ingredients are selected and mixed. Once the cooking time is up, the dish activates automatically.
- **Healthiness:** How healthy the dish is. Could be an important attribute when fighting against the cooks of the evil chain of restaurants.
- **Course:** starter, main course, side dish, dessert. Used to make combos.
- **Anything else that will come into my mind.**



Figure 1 - Sample recipe, Muffin.



Figure 2 - Sample recipe, Takoyaki.

Gameplay

- At the beginning of the game, both players have their belly-meters set to zero and the table is empty. Alternatively, the table already presents some predefined set of ingredients.
- Each player possesses a recipe book having three one-star recipes, two two-star recipes, and one three-star recipe.
- The game is turn-based. In each turn, the player can take N (possibly 3 or 4) of the following actions:
 - o Get a batch of randomly chosen ingredients. Each ingredient will be assigned to a random row and located at the inner-most cell available. This action can be accomplished only once per turn.

- Combine contiguous ingredients to prepare a dish. Once the dish is prepared it has to be located on the table. If one or more of the destination cells are occupied, their content is destroyed.
- Move an ingredient to another empty cell.
- Swap two ingredients.
- Destroy an ingredient or a prepared dish.
- Move a dish to another location. If one or more of the destination cells are occupied, their content is destroyed.
- Activate a dish. See the next subsection.

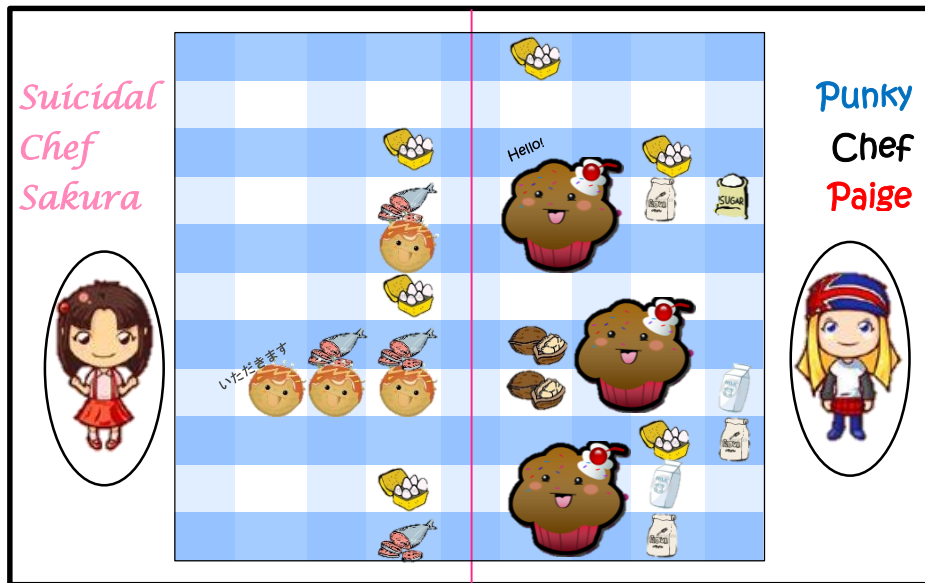


Figure 3 - Sample picture of the game (not indicative of the final product) (but still a good approximation) (hopefully, the final product will be better than this).

Dish activation

The following describes the standard dish activation process. Special attributes of the dish might apply, modifying the standard process.

When a dish is activated it walks toward the end of the table it is facing in a straight line.

If the dish reaches the end of the table, it is eaten by the corresponding chef and her belly-meter is increased by the remaining calories of the dish.

If a dish collides with an ingredient, the ingredient is destroyed and the dish loses one calories point. (Optional rule: if a dish collides with one of its ingredients it recovers one calories point. The maximum number of calories cannot be exceeded; therefore, in this case the ingredient is destroyed without decreasing nor increasing the dish's calories.)

If a dish's calories fall to zero or below, the dish is removed from the table.

If a dish collides with another dish, they start fighting. Each dish subtracts its flavor to the opponent dish calories. This operation is repeated until one or both dishes are removed. If the activated dish survives, it resumes the activation.

End condition

The stage is ended when one of the two players gets a full belly. If the main character wins, then the stage is cleared and she advances the plot to the next challenge. Otherwise, the main character loses and the stage can be retried or abandoned.

Current version

This section shows some screenshots of the current game version.

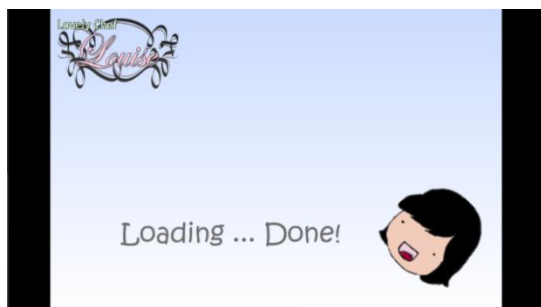


Figure 1 – Loading screen



Figure 2 – Title screen



Figure 3 – Chef selection



Figure 4 – VS screen

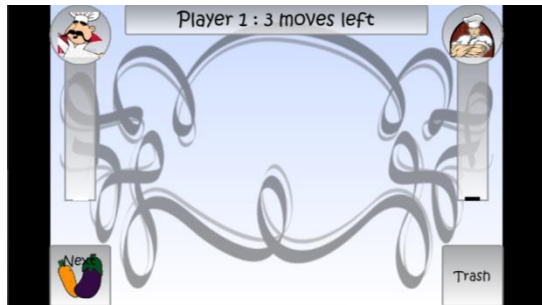


Figure 5 – Current game screen. No tabletop yet.

South Korean recipes

http://en.wikipedia.org/wiki/List_of_Korean_dishes

★ Recipes

Samgyeopsal (삼겹살) - unseasoned pork belly, served in the same fashion as galbi. Sometimes cooked on a grill with kimchi together at either side. Commonly grilled with garlic and onions, dipped in sesame oil and salt mixture and wrapped with ssamjang in lettuce.

Tteok (떡): a chewy cake made from either pounded short-grain rice (메떡, metteok), pounded glutinous rice (찰떡, chaltteok), or glutinous rice left whole, without pounding (약식, yaksik). It is served either cold (filled or covered with sweetened mung bean paste, red-bean paste, raisins, a sweetened filling made with sesame seeds, mashed red beans, sweet pumpkin, beans, dates, pine nuts, and/or honey), usually served as dessert or snack.

Bibimbap (비빔밥, "mixed rice"): rice topped with seasoned vegetables such as spinach, mushrooms, sea tangle, carrots, bean sprouts, and served with a dollop of gochujang (red pepper paste), and variations often include beef and/or egg. Everything (seasonings, rice and vegetables) is stirred together in one large bowl and eaten with a spoon.

★★ Recipes

Bulgogi (불고기) - thinly sliced or shredded beef marinated in soy sauce, sesame oil, garlic, sugar, scallions, and black pepper, cooked on a grill (sometimes at the table). Bulgogi literally means "fire meat."

Andong jjimdak (찜닭), made by steaming chicken with vegetables and cellophane noodles in ganjang sauce.

★★★ Recipes

Gujeolpan (구절판): literally "nine-sectioned plate", this elaborate dish consists of a number of different vegetables and meats served with thin pancakes. It is served usually at special occasions such as weddings, and is associated with royalty.