Game Pitch Document

Team 8

Whisk Takers

Regal Recipes

9/22/2024

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Executive Summary

High Concept

In Regal Recipes, you're the aspiring chef for a picky royal family. Navigate their grand kitchen, master signature dishes, and impress the demanding King Fitzwilliam Figglebottom—fail, and face his royal fury!

Core Gameplay: Mechanics and Dynamics

In *Regal Recipes*, players step into the role of a chef for an old English royal family, having just inherited the family's secret recipes from the former head chef, Chef Butterspoon. The gameplay begins with a top-down view of the royal kitchen, highlighting specific workstations, such as the mixing and cutting stations. Players must click on these stations to complete various tasks in the correct order.

The game is driven by time-based and precision-based mechanics. Players need to select the correct ingredients and perform actions like cutting in the designated spots or mixing within a specific time limit. Mistakes, such as incorrect ingredient choices or imprecise cuts, result in point deductions. If too many errors are made, the player risks being fired.

Core Gameplay Aesthetic

The core gameplay aesthetic involves completing each task efficiently to prepare meals for the royal family while managing pressure and maintaining accuracy. The challenge grows with each recipe, creating a dynamic sense of urgency and mastery as players aim to perfect their skills and satisfy the royal family's high standards.

Look, Feel, and Sound (Content) Aesthetic
The world is styled in a cartoony way with a simple interface that is very user-friendly to all age ranges. The art style is primarily composed of comfort colors, which create a cozy and cute aesthetic that brings joy and serenity to the player.
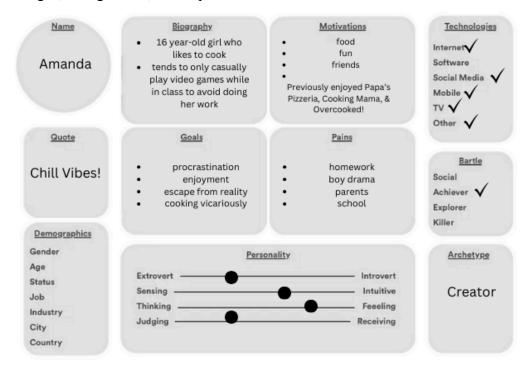
Figure 1: Royal Recipes– Cozy, Simple Kitchen (Generated with Canva AI)

Genre, Platform, and Expected ESRB

The genre is simulator and puzzle. The platform is browser-based and the expected ESRB rating is E for Everyone!

Audience and Targeted Customers

The audience is primarily composed of casual gamers with little gaming experience, who may have previously enjoyed games like Papa's Pizzeria (and similar titles), Cooking Mama, and Overcooked! However, this game will be very user-friendly and enjoyable to all ages, backgrounds, and experience levels!

Name
Amanda

Biography
- 16 year-old girl who likes to cook
- tends to only casually play video games while in class to avoid doing her work

Motivations
- food
- fun
- friends
- Previously enjoyed Papa's Pizzeria, Cooking Mama, & Overcooked!

Technologies
Internet ✓
Software
Social Media ✓
Mobile ✓
TV ✓
Other ✓

Quote
Chill Vibes!

Goals
- procrastination
- enjoyment
- escape from reality
- cooking vicariously

Pains
- homework
- boy drama
- parents
- school

Bartle
Social
Achiever ✓
Explorer
Killer

Demographics
Gender
Age
Status
Job
Industry
City
Country

Personality
Extrovert —●— Introvert
Sensing —●— Intuitive
Thinking —●— Feeeling
Judging —●— Receiving

Archetype
Creator

Game Differentiators/Unique Selling Points
- Royalty-themed plot & aesthetic
- Historically-based Recipes
- Timed and Precision-based Points System

Current Status, Timeline, and Costs

Regal Recipes is currently in the game concept phase. The final version of Regal Recipes will be released on December 9, 2024. Everyone on the team will commit 9 hours a week to complete the creation of our game. This means the value of each person will be around $5,850, so the project's total cost will be around $17,550.

The Team

Our mission with Regal Recipes is to create an engaging culinary adventure where players can immerse themselves in the art of cooking for royalty. We aim to deliver a fun, interactive, but challenging experience that brings joy to all who participate. As a team, we value collaboration, creativity, and respect, and our goal is to foster a supportive environment that encourages open communication and collaborative learning.

GOALS

We want to develop an entertaining and high-quality gaming experience for all types of players. We would each like to further our understanding of game development and improve our programming skills through Godot. Although *Regal Recipes* is only Whisk Takers' first project on Godot, we aim to become experts at using the program by the time we have shipped it out.

Team Member Goals

Hailey Hickerson: Create visually appealing art & animations for the game, communicate & execute game concepts effectively, assist in developing the mechanics of the game
Carolina Olaya: Effectively contributes to the development of the game and ensures the team stays on track to completing task deadlines.
Bruce Le: Assist in the development of the game by ensuring the code and functionality are correct, troubleshooting issues, and providing support to teammates as needed to meet project goals.

EXPECTATIONS

We expect each member to regularly attend classes, participate equally, and communicate through Slack/message group chat. We appreciate open communication to ensure progress is being made and to resolve any conflict respectfully. We expect everyone to submit their highest quality of work.

POLICIES & PROCEDURES

We will establish exactly what we hope to accomplish for the current sprint at the beginning of each week and divide up the work as necessary. Each Friday we will meet after class for about 30 minutes to discuss what we've accomplished so far and what we still need to finish over the weekend. We will ensure every assignment/phase of the project is turned in on time and completed to the fullest extent possible.

CONSEQUENCES

If a member fails to meet the established goals and expectations or adhere to our policies and procedures, we will address these concerns with them. This may involve providing additional support or resources to help members realign with the organization's standards.

- We will attempt to communicate and resolve issues as we see them arise, ideally before they become a serious problem
- Persistent non-performance will be reflected in teammate evaluations
- Failure to contribute or respond whatsoever, for an extended period of time, will lead to the other members taking issues to Dr Toprac & potentially voting them out

COMMITMENT

We share these goals and expectations and agree to these policies, procedures, and consequences. We fully understand and agree with the contents of this document.

Overall Game Design

This section describes the overall design of the game. A synopsis of the game can be seen below in the team mind map .
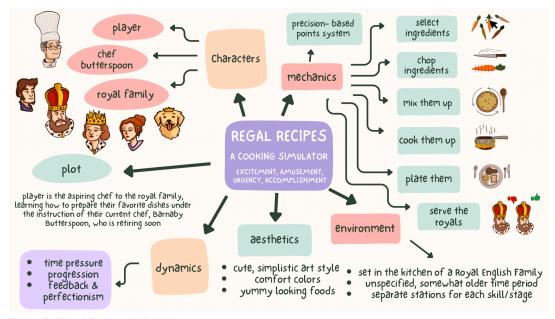

Figure 2: Regal Recipes Mind Map

Story and Content Aesthetics

The player is an aspiring chef, training to become the personal cook of the royal Figglebottoms. Their current cook, Chef Barnaby Butterspoon, is planning to retire soon, so he has decided to take you under his wing and teach you to master the art of cooking for this fickle family. Throughout this game, you will learn to navigate the kitchen, master increasingly difficult recipes, and expertly craft delicious meals worthy of only the most esteemed, royal tastes.
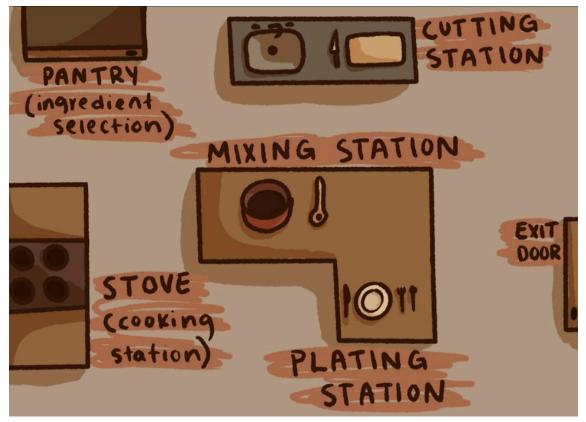
Game Overall Map

Core Game Play Description

Intro/Outro Cut-Scenes

- Welcome to Figglebottom Estate: Expositional dialogue from Chef Barnaby Butterspoon that welcomes the player, explains the backstory & plot, and helps guide the player into the game.The intro scene will prompt the user to enter their name. Then it explains the storyline of the player and introduces the royal Figglebottom family and Chef Barnaby Butterspoon. It also explains the recipe and how the recipe will be scored.
- The Taste Test: The outro scene will show the completed recipe being tasted by the royal family. The family will then give the player their rating.

Game Beat Description of the Core Gameplay Loop

- Player's goal: To prepare intricate meals using precise timing and ingredient selection to impress King Fitzwilliam Figglebottom. To win, the player must master all the royal family's favorite dishes without making too many mistakes, and become the next royal chef.

- Story beat: You are the royal kitchen's new chef-in-training, learning to craft the Figglebottom family's legendary recipes under the guidance of Chef Barnaby Butterspoon before he retires.
- Wow! moments: Players will feel a sense of accomplishment when they master a complex recipe, especially when they get a perfect rating from the picky King Figglebottom.
- Watercooler moments: Between each recipe, the player will have a few moments to catch their breath while the next recipe is introduced.
- Advantages: Precision tools like finely tuned knives, timers, and mixers that give players boosts. Abilities like calling Chef Butterspoon for helpful hints when stuck.
- Disadvantages: Difficult dishes with many steps, requiring intense precision and timing. Hazards such as kitchen fires and spoiled ingredients can derail progress.
- Helpers: Chef Barnaby Butterspoon will be assisting the player throughout the process by giving instructions, tips, and critiques.
- Other: Final rating will be shown in an animated cutscene, and a score breakdown will be given directly afterward on a separate screen.
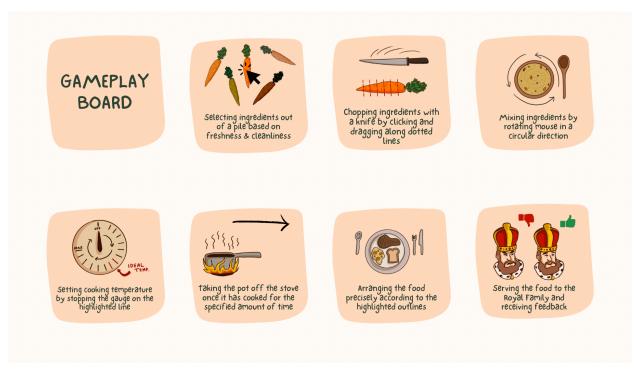
Gameplay Board

Figure 5: Regal Recipes Gameplay Board

Controls

Player Action	Computer Key or Button
Action	Left Mouse Button

Start Game/Skip Dialogue	Left Mouse Button, Space Bar, or Enter

Technical Development Plan Details

Product Specifications

Scope and Tech Goals

Regal Recipes will be created using the Godot game engine. The game will feature five zones that will be unlocked linearly as the player completes the previous zone. Each zone will be related to a different task/action of the recipe such as picking out ingredients, chopping vegetables, or stirring up the bowl.

Key technical goals include implementing time and precision-based mechanics, where players must accurately perform tasks within strict time limits. We will also integrate a UI system that highlights different stations and tools, allowing players to easily move between tasks. Visual effects will include cozy, cartoony art creating a vibrant kitchen environment & animated cutscenes of Chef Butterspoon talking, as well as the Royal Family taste testing the player's meal. The overarching development plan is to create a functional, user-friendly game loop that combines these mechanics into a joyful experience. As we progress, we will prioritize certain aspects of the game and make any adjustments necessary.

End Product/Game Features

There will be 3 to 4 levels, including a tutorial level, represented by increasingly difficult recipes. As the player advances, the precision required to complete each recipe grows, with more intricate cutting, mixing, and cooking techniques needed in shorter and shorter amounts of time. The playable character will be the new chef, viewed from a top-down perspective, allowing players to navigate the kitchen with ease. Non-playable characters (NPCs) will include Chef Barnaby Butterspoon, who acts as a mentor, and the royal family who will be judging the player's final dishes. The tools will take the form of knives, spoons, pots, bowls, and other kitchenwares that must be used correctly to maintain ingredient quality. Boosts may be given in the form of bonus ingredients that add more flavor to the recipe (depending on how much time we have to implement them). The menu will include basic options like a Start button that leads to recipe selection, a Settings button to edit/mute the volume/sound effects, and a Quit button to exit the game. The UI will include a timer, a progression bar, instructions, a list of ingredients, the current task, and the final food rating. We aim to include realistic sound effects such as sizzling, boiling, and chopping to immerse the player into the kitchen.

System Requirements of Target Platforms

Computers with recent versions of the Macintosh and Windows operating systems and commonly used web browser.

Scene Relationship Diagram

The overall kitchen environment will act as the main scene, while key gameplay elements such as cooking stations (cutting, mixing, and cooking) will be developed as individual, reusable scenes.
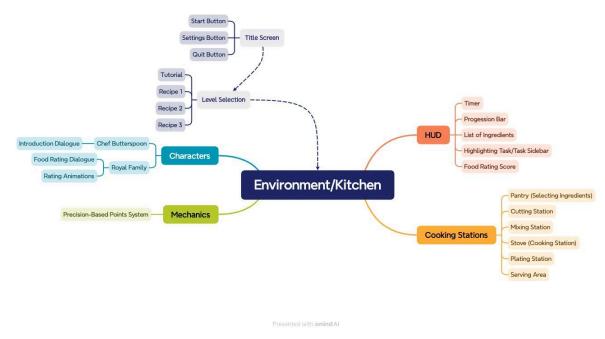

Figure 6: Scene Relationship Diagram

Development Resources Acquired

Art Creation

Inspiration Photos will be generated using Canva's AI Art tool.
Final Game Art & Animations will be created by Hailey using the Procreate App

Sound Creation

- Sound effects for chopping, sizzling, and boiling
- Relaxing background music for the main menu & while the player is cooking
- Applause/cheery sound effects for completing a recipe
- Negative/sad sound effects for when player makes a mistake
- Clicking sound effects for when the player clicks a UI/Menu button
- Zapsplat, Soniss, and Freesound will be used to obtain sound effects & music

Technical Risk Assessments

Key Assumptions

- Game Engine: No one on the team has used Godot previously. However, Hailey is familiar with Unity, which is a similarly structured game engine, and all of us are highly competent and confident in our abilities to create a high-quality, fully-developed game by the assigned deadline.
- Game Genre: The team members have not created a Simulator game before, but we all have experience playing cooking simulator games and have a detailed understanding of the necessary game mechanics, dynamics, and aesthetics.

Development Risks

Scoring Accuracy System

Brief Description: The scoring system evaluates how accurately players follow cooking rules, such as using the correct ingredients, precision, and timing. This system involves tracking player actions, comparing them against ideal actions, and calculating a score based on deviations. The challenge lies in creating a scoring algorithm that is both fair and reflective of player performance.

Impact: If this system fails or is inaccurate, it could severely impact the gameplay experience, making it frustrating or unengaging. Players may feel that the game is unfair, which could lead to negative feedback and poor retention.

Probability: The risk is moderate to high, given the complexity of accurately evaluating and scoring nuanced player actions in real-time.

Visibility: There should be early indicators of issues during testing, such as players consistently receiving scores that do not match their expectations or feedback about the scoring system feeling unfair.

Mitigation: Conduct extensive playtesting with a variety of players to gather data on the scoring system. Use this data to refine the scoring algorithm. If scoring issues arise, consider simplifying the scoring criteria or adding more detailed feedback for players to understand how their score was calculated.

Station Navigation System

Brief Description: The station navigation system is designed to guide players to the correct cooking station as dictated by the recipe. The ideal setup restricts players to only being able to select the appropriate station at any given time. However, a fallback option allows players to navigate to any station they choose, with the consequence that time continues to run, adding pressure to return to the correct station.

Impact: If this system fails, players may become confused or frustrated if they are penalized too heavily for selecting the wrong station, or if the navigation becomes a cumbersome part of the game. This could result in a negative gameplay experience, leading to reduced player engagement and satisfaction.

Probability: The risk is moderate, particularly if the system does not effectively guide players or if the fallback option introduces too much complexity or frustration.

Visibility: Problems with this feature will likely become apparent during playtesting, particularly if testers repeatedly choose incorrect stations or express confusion about the navigation mechanics.

Mitigation: Implement clear visual or audio cues to guide players to the correct station. Design the user interface to be intuitive, reducing the likelihood of mistakes. The fallback option should be polished to ensure that it feels like a natural part of the gameplay, rather than a punishment.

Software Configuration Management

File Naming Convention

File names will be short, meaningful, and easily understandable. If multiple versions of a scene are created, we will follow a number system so that order is maintained.

Build Plan

The team will meet every Friday to work on the next portion of the project. If tasks are not completed during the meeting, team members will work individually over the weekend to ensure everything is finished by midnight on Sunday. The feature freeze build will be completed by 10 am on Monday, followed by a period of bug fixes. The final code freeze build will be ready by noon on Monday, with the new build submitted to the Canvas repository and itch.io by 2 pm. The Build Master consists of all members who oversee the process, ensuring all packages and assets are integrated, with the latest build installer stored in a shared repository.

Coding Standards

Naming conventions: Naming conventions will follow Godot's GDscript and reference the Godot Docs if needed. Names for classes and nodes will utilize PascalCase, while files, functions, variables, and signals will utilize snake_case. Signals will also always be named in the past tense (e.g. button_pressed), and constants will utilize CONSTANT_CASE.

Comments: Comments will be added before almost every function/line to help understand the meaning behind our code. There will be a space after each "#" at the beginning of each comment to increase readability.

Spacing: Related code sections (e.g. assigning variable names at the beginning of a function) will follow one another with no lines of space in between, but separate sections will have a line of space and separate functions will have 2 lines of spaces preceding/following them. A good rule to increase readability will be to add a line of space before each commented section.

Branching Policy

Branches are important in game development, providing flexibility and organization. To avoid issues, our team will establish guidelines for when and how to use branches, including when to create branches, which branch to use, when and where to merge, resolving conflicts, and who will approve pull requests

Integration Testing

We'll schedule team-wide playtesting sessions regularly throughout the sprint to ensure seamless integration of all components. These sessions will be held at set times and locations, with clear rules and processes for testing, identifying issues, and providing feedback. We will also playtest individually as needed, especially when adding new code.

Quality Assurance

Our quality assurance plan involves assigning specific team members to test code, design, and assets, ensuring each aspect meets our standards. We'll use the Trello Reporting Tool to track and manage bugs, categorizing them by priority and assigning them to the appropriate team members for resolution. The plan includes two main areas: first, identifying and addressing errors through regular testing and bug tracking; and second, implementing continuous quality improvement practices, such as code reviews and design checks, to prevent errors before they occur.

Signatures verifying agreement:
Hailey Elise Hickerson
Carolina Olaya Gallo
Bruce Tri Le