Java project: UnderCooked

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Period 5

Overall Description:
The project aims to create a single-player game inspired by the game OverCooked where you have to be the cook/chef of a restaurant. The goal of the game is to try to beat every stage until you reach the last level. To beat a level you would need to finish as many orders on time within a time period. Once the time is up you will see how many orders you finished and will give you 1-3 stars depending on how well you did. To get to the next stage you would need a set amount of stars and you can play a level again but with a different difficulty to earn more stars. Each stage would have different recipes the player could interact with. And for your information, this game would be a User interface game.

Basic rules of the game:
1. Levels
   The player needs to earn enough stars to go to the next level
2. Difficulty
   To change the difficulty you would need to press a red button at the level menu that is near the bottom and says Current Difficulty: X and that would change it. Each difficulty will affect the speed that the order comes and how much tip you get. It will also affect how fast things can burn and how fast orders expire. They also affect how much stars are needed to beat
3. Beating a level
   The players must fulfill an x amount of orders that are selected randomly from the level recipes to get stars within a limited time period without burning the kitchen down. You can also beat the level at different difculties to get more stars
4. Burning the kitchen down
   If a player leaves something to overcook let's say a tomato boils for 3 seconds to turn into soup but they leave it in the pot on top of the stove for 4 seconds it would first start flashing a warning sign which would flash faster and faster until the kitchen catches fire and you lose.
5. Playing the level
   There would be counters like a tomato counter where if you click on it you would get a tomato and you can bring the tomato to a chopping counter to turn the tomato into chopped tomatoes then you can put it in a pot to make tomato soup which you would put on a plate and serve it if there was an order for chopped tomato soup you would get some points and every order you miss would make you lose points.
6. Plates
   You will start with clean plates that are placed on counters around the level. As you serve it the plates will be served with the food and will come back on the Receive counter which looks like a gray counter with a round circle in the middle. The plates will come back dirty so you would need to drag the plates to the sink counter and then you

would need to hold the right click to wash them and once they are washed they will be moved to the ClearDishCounter. Fyi the Dish counter can hold infinity dishes but you can only wash one at a time

7. `Cooking
   For some counters like the stove, there would be a bar that would move from the left to the right. To know when an item is done cooking it will start flashing a caution Icon and the bar will slowly turn red. Once it reaches red then the food will burn and you will lose. For items like soups where it says it needs 3 tomatoes that are you cooked, you would need to put 3 tomatoes in **one** pot and then once that is done you can plate it

8. Chopping
   To Chop an item up you would need to right click on the chopping counter with the item on it and you will see a green slowly move from the left to the right. You item will be automatically converted once it reaches the end

9. Gameplay
   You use the Left Mouse Button to pick up items which you can drag them around and then click them again to drop them off. On the top left of your screen it will display all of the orders. For example if you see below the salad requires a carrot,tomato,and lettuce but if you see on the side there is a cutting board icon which indicates that those items need to be chopped using the chopping board counter. To finish an order, you will need to put the food on a plate, and then into the counter with 2 black arrows. You will be given a dirty plate after few seconds, and will need to clean it with the sink for it to be usable again

NOTE: if you want to play levels unlocked you can go to FinalProject.java and in the class, there will be a public static boolean called TestMode if you enable that you will be 100 stars automatically

Example of Game:
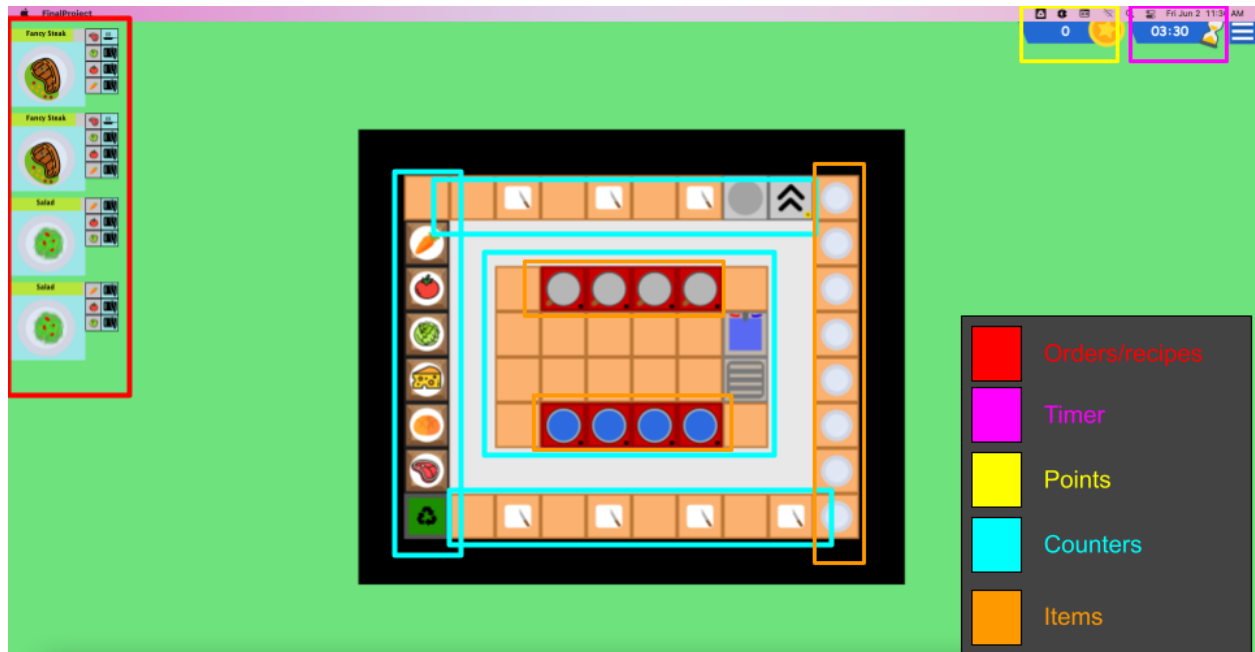
BUGS:

The only bugs we found are visual bugs like sometimes if you were cooking soup it would display 6 items when you only need 3, Another bug is where making a burger it would some times display Fancy Steak instead of a Burger,

Roles and responsibilities:

Submissions | haotian

Google drive folder | haotian

Classes

- Ui Related Ones | haotian
- Kitchen | haotian
- Grid | haotian
- Holdable* | Adithya
- Counter | Xinya
- Recipe* | Adithya
- Item | Xinya
- Dish | Xinya
- Cookware | haotian
- Player | Adithya
- Level | Haotian

Top Level Game(FinalProject/Game) | Adithya/Haotian

Drawings/UI/UX | Xinya

*simple classes

Initial project plan:

Get documents done - week 0 (5/12)

Start "simple" classes - (5/15)
Start more "complex" classes - (5/19)
Start top level game - (5/22)
Ui rework? | Finish? - (5/26)
Presentation Ready - (6/2)

[Classes](gitfront.io) (gitfront.io might be down ATM you can look at the classes in the Document Folder in the project folder)