

I've never played the game overcooked or even anything similar beyond those silly in-ad games that are a pale imitation of this game. I skimmed a youtube video to somewhat familiarize myself with the idea and it actually looks pretty fun – this has a promising concept. I'll refrain from asking questions that may just be a result of my lack of experience in this game-genre, although, this serves as a warning that it may be necessary to write an even more thorough design purely because of some people's newness to the game. Maybe just inserting a youtube video that explains the basics of overcooked into the repo will both help us get up to speed and be time-efficient.

Making this game as HW specific is particularly salient because it is a great selling point to students like me who may not necessarily choose the base game over another like an fps or whatever, but wants to find and play through the references to the real life cafeteria. My favourite part is that I inevitably see myself screaming at Angus to pass the rice for the orange chicken until my lungs are dry and my throat is coarse. In other words the team “building” and chaos is another vital aspect that livens the gameplay. Finally, what will keep people coming back is the co-op strategy and bettering of one's skills to get faster and achieve better results. An example of what I mean would be the game Keep Talking And Nobody Explodes. In summary these are the parts of the game I think concept development should focus on while things like minigames and character design is being made.

Finally, what I've been saying in a lot of my reviews is that an easy way to make the game more addicting is by implementing some reward and progression system. This could mean unlocking different playable characters, or creating a type of currency that can be spent on boosts or cosmetics or what-not. Better yet, cross-user competition or game modes that challenge two teams to outperform each other is another way to spark, well, competition.