Kitchen Chaos - Game Design Document

# Classic City Kitchen

\*\*Visual Design:\*\* Small restaurant building, city sounds, street lights

\*\*UI Flavor:\*\* Clean and minimal

\*\*Order Types & Recipes:\*\* Burgers, fries, soda

\*\*Game Mechanics / Challenges:\*\* Simple timer-based rushes

\*\*Available Items / Upgrades:\*\* Cutting board, basic oven, soda dispenser

\*\*Player Goals:\*\* Complete orders to learn basics

\*\*Progression Hooks:\*\* Unlocks new kitchen and tools

\*\*Monetization Strategies:\*\* Double Coins ad reward

# Seaside Fish Kitchen

\*\*Visual Design:\*\* Fish sign building, pier, seagulls

\*\*UI Flavor:\*\* Water-themed buttons, wavey order bubbles

\*\*Order Types & Recipes:\*\* Grilled fish, shrimp skewers, lemon slices

\*\*Game Mechanics / Challenges:\*\* Avoid overcooking seafood

\*\*Available Items / Upgrades:\*\* Grill, icebox, lemon slicer

\*\*Player Goals:\*\* Master seafood speed orders

\*\*Progression Hooks:\*\* Unlock rare fish dishes

\*\*Monetization Strategies:\*\* Coin packs for faster grill upgrade

# Mountain Cabin Kitchen

\*\*Visual Design:\*\* Wooden cabin with steak/meat sign, snowy exterior

\*\*UI Flavor:\*\* Wooden textures, frosted glass icons

\*\*Order Types & Recipes:\*\* Steak, hot soups, baked potatoes

\*\*Game Mechanics / Challenges:\*\* Temperature control

\*\*Available Items / Upgrades:\*\* Oven, soup pot, thermometer

\*\*Player Goals:\*\* Serve heavy meals perfectly

\*\*Progression Hooks:\*\* Unlock meat types and soup recipes

\*\*Monetization Strategies:\*\* Cooking Boost ads during cold wave

# Village Bakery Kitchen

\*\*Visual Design:\*\* Cottage with bread loaf sign, warm tones

\*\*UI Flavor:\*\* Parchment backgrounds, handmade textures

\*\*Order Types & Recipes:\*\* Bread, pastries, jam

\*\*Game Mechanics / Challenges:\*\* Manage rising and baking times

\*\*Available Items / Upgrades:\*\* Dough maker, pastry shelf

\*\*Player Goals:\*\* Bake without delays or burns

\*\*Progression Hooks:\*\* Decorative bakery items

\*\*Monetization Strategies:\*\* Auto-Rise helper IAP

# Luxury Modern Kitchen

\*\*Visual Design:\*\* Modern building, marble surfaces, neon lighting

\*\*UI Flavor:\*\* Dark mode with gold accents

\*\*Order Types & Recipes:\*\* Gourmet meals, wine, desserts

\*\*Game Mechanics / Challenges:\*\* Multi-step recipes

\*\*Available Items / Upgrades:\*\* Sous vide, wine rack, plating station

\*\*Player Goals:\*\* Achieve 5-star satisfaction

\*\*Progression Hooks:\*\* Global leaderboard

\*\*Monetization Strategies:\*\* Luxury Chef Kit cosmetic bundle

# Food Truck Kitchen

\*\*Visual Design:\*\* Red food truck with burger/taco icon, night market

\*\*UI Flavor:\*\* Bold fonts, chalkboard design

\*\*Order Types & Recipes:\*\* Tacos, burgers, sodas

\*\*Game Mechanics / Challenges:\*\* Serve on-the-go, random orders

\*\*Available Items / Upgrades:\*\* Taco press, soda machine

\*\*Player Goals:\*\* Hit sales targets quickly

\*\*Progression Hooks:\*\* Truck skins, route maps

\*\*Monetization Strategies:\*\* Truck cosmetics + coin packs

# Rooftop Garden Kitchen

\*\*Visual Design:\*\* Building rooftop with leafy greens, plants

\*\*UI Flavor:\*\* Nature-themed UI with green accents

\*\*Order Types & Recipes:\*\* Salads, smoothies, herbal teas

\*\*Game Mechanics / Challenges:\*\* Match nutrition values, speed

\*\*Available Items / Upgrades:\*\* Blender, herb cutter, salad spinner

\*\*Player Goals:\*\* Hit health goals per order

\*\*Progression Hooks:\*\* Superfood recipes

\*\*Monetization Strategies:\*\* Health Pack IAP

# Underground Chef’s Kitchen

\*\*Visual Design:\*\* Cellar entrance with chef hat or soup pot, candlelight

\*\*UI Flavor:\*\* Dark and moody, glowing elements

\*\*Order Types & Recipes:\*\* Secret recipes, rare soups

\*\*Game Mechanics / Challenges:\*\* Long cook times, multi-course meals

\*\*Available Items / Upgrades:\*\* Secret recipe book, underground oven, spice rack

\*\*Player Goals:\*\* Complete secret menu

\*\*Progression Hooks:\*\* Unlock hidden storyline or boss

\*\*Monetization Strategies:\*\* Golden Ingredient skip-wait IAP