Great – let’s define **recipe counts per kitchen** clearly, based on your **progression order** and player learning curve.

Here is your **final ordered list with optimal recipe counts**:

**🥇 1. Classic City Kitchen (Starter Kitchen)**

**Recommended recipes:** **2 recipes**

✔ **Reason:**

* First kitchen should be extremely simple.
* Teaches core controls, pickup, cooking, serving.

**🥈 2. Rooftop Garden Kitchen (Second Kitchen)**

**Recommended recipes:** **3 recipes**

✔ **Reason:**

* Slight increase in complexity from starter kitchen.
* Introduces salad-focused recipes with no overwhelming mechanics.

**🥉 3. Food Truck Kitchen (Third Kitchen)**

**Recommended recipes:** **3 recipes**

✔ **Reason:**

* Player now understands flow.
* Burgers + fries type combos teach multi-step assembly with fryer and grill.

**🐟 4. Seaside Fish Kitchen (Fourth Kitchen)**

**Recommended recipes:** **3 recipes**

✔ **Reason:**

* Introduces fish fry or grill + sides.
* Complexity remains balanced to mid-game.

**🍞 5. Village Bakery Kitchen (Fifth Kitchen)**

**Recommended recipes:** **3 recipes**

✔ **Reason:**

* Bakery mechanics (dough, baking) are new but intuitive.
* Keeps it accessible before jumping into advanced kitchens.

**🍷 6. Luxury Modern Kitchen (Sixth Kitchen)**

**Recommended recipes:** **4 recipes**

✔ **Reason:**

* Late game kitchen should feel premium and challenging.
* Adds sous vide, wine sauces, and high-tier plating complexity.

**🥩 7. Mountain Cabin Kitchen (Seventh Kitchen)**

**Recommended recipes:** **4 recipes**

✔ **Reason:**

* Grill and meat-focused recipes.
* Players handle multiple meats + sides efficiently by now.

**🍲 8. Underground Chef’s Kitchen (Final / Eighth Kitchen)**

**Recommended recipes:** **5 recipes**

✔ **Reason:**

* Final kitchen = ultimate challenge.
* Combines multiple advanced mechanics: soup pot, complex prep chains, multi-item assembly.
* Provides satisfying end-game mastery before possible new expansions.

**🔑 Summary Table**

| **Kitchen** | **Recipe Count** |
| --- | --- |
| Classic City Kitchen | 2 |
| Rooftop Garden Kitchen | 3 |
| Food Truck Kitchen | 3 |
| Seaside Fish Kitchen | 3 |
| Village Bakery Kitchen | 3 |
| Luxury Modern Kitchen | 4 |
| Mountain Cabin Kitchen | 4 |
| Underground Chef’s Kitchen | 5 |

**💡 Why scale recipes this way?**

* **Early kitchens (1-5)**: Teach new mechanics gradually without frustration.
* **Late kitchens (6-8)**: Provide complexity, variety, and replayability as players seek more challenge.

**🚀 Next Steps**

If you want, I can:

✔ Draft **detailed recipe lists for each kitchen** matching these counts  
✔ Design **Shop Buy Card data structure** for each kitchen  
✔ Plan your **unlock flow per kitchen** for your upcoming implementation sprint

Let me know which to prepare next today to integrate seamlessly into your Kitchen Chaos design document.