

# CS/SE 3GC3 - Computer Graphics Final Project

Alice Ip, Kexin Liu, Lily Lau, Meijing Li

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## Project Proposal

### Description

A cooking game that takes place in a 3-D simulating kitchen, where the player is able to move around in first person to select and deselect ingredients and use tool objects to interact with these ingredient objects. There are several recipes that the player can follow. The player combines tools and food objects to get intermediate objects that can then be combined with other objects to create a dish. Food objects and tool objects are scattered throughout the room. Food objects may include apples, salt, eggs, and tool objects may include knives, pans, and ovens.

### Code Objectives

Some objectives and goals that need to be fulfilled in the production of this game includes constructing the 3-D models for ingredient objects, tool objects furniture in the kitchen, as well as the kitchen room itself. Appropriate event handlers will be needed include mouse clicking to select objects and keyboard keys to move around inside the kitchen room. Additional features include animation of when food objects split into smaller pieces when cut using a knife object, as well as gravity features for objects when they are dropped, momentum of objects when interacted with, appropriate textures for the furniture, the room, and food and changes in colour/texture when food is cooked or prepared.