

CS/SE 3GC3 - Computer Graphics Final Project

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Project Proposal

Description

A cooking game take 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.

Game rule

There are several dish options and the player is able to choose one to cook. For each dish, there is a given receipt and the player first picks the ingredients from a table of vegetables and meat, and secondly uses the tools (such as knife, pan, oven etc.) to handle with the ingredients and cook the dish.

What needs to simulate

- Ingredient and tool objects
- A 3-D scene showing the kitchen
- Event handlers: click mouse to select ingredient; drag the ingredient over the cooking tool
- Animation to show the cooking process: turn on the oven and the fire comes out; cut the onion and it splits into pieces; put the beef on the pan and its color changes from red to brown gradually, etc