

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. 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.

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.