Project-CaffeineHavoc (emre-bl, meric2, mericdemirors, ismailbgr)

Summary

The aim of the game is to teach the player how to make coffee and its derivatives, at the same time to show which tricks should be paid attention to when making which coffee, and proper way to be a barista. And provide an entertaining instructive experience about coffees and their recipes. During the game, we will provide feedback to the player about the drinks they make, and teach the player the recipes of coffees and its derivatives. Drinks and their details will increase according to scope of the game.

Gameplay

The main controls and gameplay will be taught at a tutorial/introduction level to introduce the player to the workspace. There will be a player interface where player can look at coffee recipes in case he gets stuck, and he will gradually learn coffee recipes and tricks along with the flow of the game.

Controls

The character will be moved with the keyboard and mouse in a 3D environment. View will be First-person view, and drinks will be made behind the counter by interacting with the ingredients and tools needed to make coffee. Interactions will be via click/hold/drag(maybe via keyboard in some cases if needed).

Mechanics

The game mechanics currently consist of simple controls such as clicking to hold/put the ingredients needed for coffee, hold to adjust the ratio of ingredients in recipes, click/hold/drag to use coffee machines. The variety of controls will increase as we refine the game and add more drink/machine variants.

Engine and Tools

We will develop the game in Unity and use other platforms as appropriate for the necessary art and concepts, such as Blender for 3D modeling, Photoshop for image editing, Garageband for music and audio etc.

Core Game loops/mechanics/systems

Game loop will consist of 6 steps which are explained below under the "Game Flow" title. We are aiming to provide a relaxing and teaching experience which will attract players to play the game when they are bored. Game will have some challenging parts to excite the player and some easy parts to not overwhelm the player while playing. We are aiming to gradually increase the challenging parts while game continues.

Game Flow

1. Game starts and taskmaster explains the job before the first customer arrives.
2. Player completes first job with help from another employee. (basic controls taught)
3. Player is told where to get help. (coffee recipes handbook is shown)
4. He takes his first order and starts preparing his first coffee.
5. He sees the mistakes he made and information about being a barista and slowly learns from them.