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Project Proposal Template (REPLACING SUBMISSION BY JUSTIN CHANG FROM 10/31)

Theme/Story of animation:

- Help mama cook her delicious meals! Cooking Mama game, cooking a recipe with different steps
- Different cooking station perspectives, utilizes two different button inputs from user for cooking activities, but they do different things depending on task.
- Each station you have a task to complete, and end goal is to finish all subtasks and create the final plate of food.
- Examples of stations for beef stew:
 - 1: Ingredients will slowly fall from the sky, move a basket left 'a' and right 'd' to catch as many as possible
 - 2: Chop vegetables/beef to chunks by having 'a' to chop with speed according to timing
 - 3: Select displayed food to throw into pot according to order; offered two choices 'a' and 'd' and select the right one; different ingredients will have specific animations for adding to pot
 - 4: Stir ingredients together with 'a' left and d' right, according to the instructions displayed
 - 5: After finished stirring, calculate score, and show them results screen.
 - 6: If we have time, we will make a clean UI for the game for displaying information.

Topics Learnt/How it is Used:

- Matrix transformations to objects
- Perspective change/normalizations for each cooking station and food to cook (these will be the objects of interest for camera).
- shadow/lighting effects for objects being rendered
- clipping

Interactivity We Will Use:

- Control panel for user input 'a' and 'd', but 'a' and 'd' are context buttons that do different things at different stages
- Timer and score for speed and performance

Advanced Features:

- Shadow effects/Lighting
- Physics based animation
- Object collision
- Fluids if possible

