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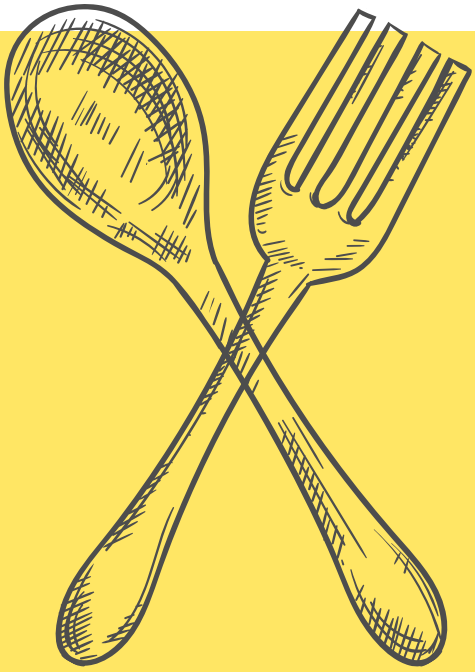
OVERCOOKED

THIS IS A PROJECT CREATED FOR IST 659



SUMMARY

Given the popularity of the Overcooked sequel by Indie game developer Ghost Town Games, fans want to know what comes next. Even though the game is already fun, zany, complex, and most importantly - cooperative - it's time for Overcooked to become even more interactive.

In an effort to allow gamers to influence level design, this project reimagines Overcooked as a database. The database can be used by gamers and devs alike to develop strategies for current levels and even come up with future level designs.

STAKEHOLDERS

GAMER

A Gamer is anyone who enjoys playing video games.

DEV

A Dev is shorthand for Developer. A Dev refers to a person or group of people who create games.

INVESTORS

Investors fund the development of new games.

PLATFORM COMPANY

The Platform Company refers to a company that produces gaming platforms such as Nintendo for the Nintendo Switch or Microsoft for the Xbox.

GLOSSARY

ENTITIES

Chef
the character that a gamer plays as to complete and deliver orders

Gamer
the person behind the chef who determines what steps to take (and in what order) to efficiently complete and deliver an order

Ingredients
all available ingredients in the virtual kitchen

Order
contains recipes and expected duration
*presumably, orders come from customers, but chefs do not interact with customers directly, only with the OrderLine

OrderLine
contains upcoming orders and a time limit for when the order is expected to be complete

Recipe
defines what ingredients are needed to fulfill an order

RecipeIngredients
ingredients that are specific to a single recipe

RecipeSteps
defines the steps a chef must take to complete a recipe

ATTRIBUTES

ChefID
unique number that identifies a specific chef character

GamerID
unique number that identifies a specific gamer

Ingredient
value such as lettuce, patty, or bun that make up the components of a recipe

IngredientID
unique number that identifies a specific ingredient

OrderID
unique number that identifies a specific order

OrderLineID
unique number that identifies the place of an order in line

RecipeID
unique number that identifies a specific recipe

RecipeIngredientID
unique number that identifies a specific ingredient in a recipe

RecipeStepID
unique number that identifies the exact step of a recipe. Recipe Steps are in sequential order.

RELATIONSHIPS

A **gamer** must play as one **chef**

A **chef** may prepare one or more **orders**

An **orderline** may contain one or more orders

An **order** contains only one **recipe**

A **recipe** contains one or more **ingredients**

A **recipe** contains one or more **recipesteps**

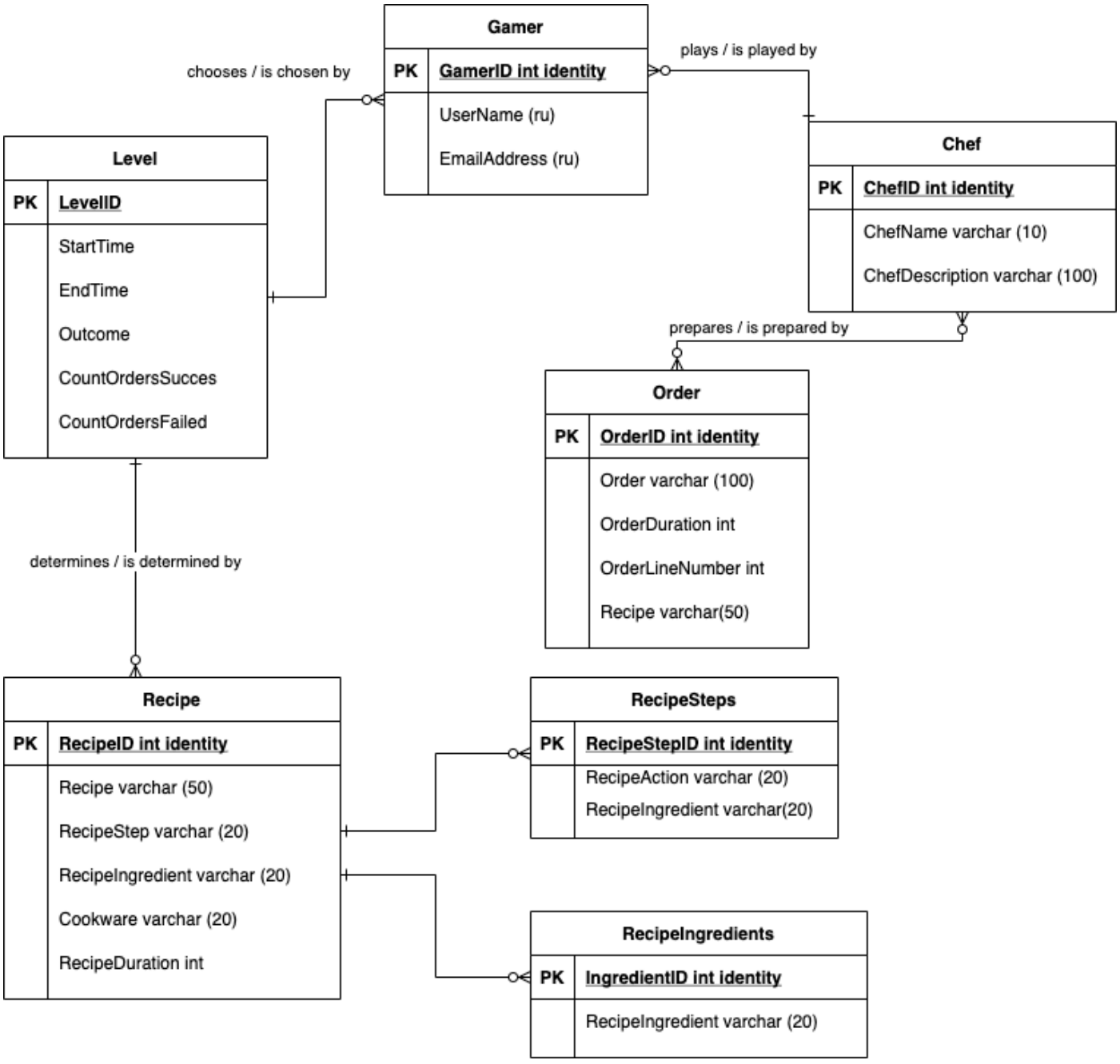
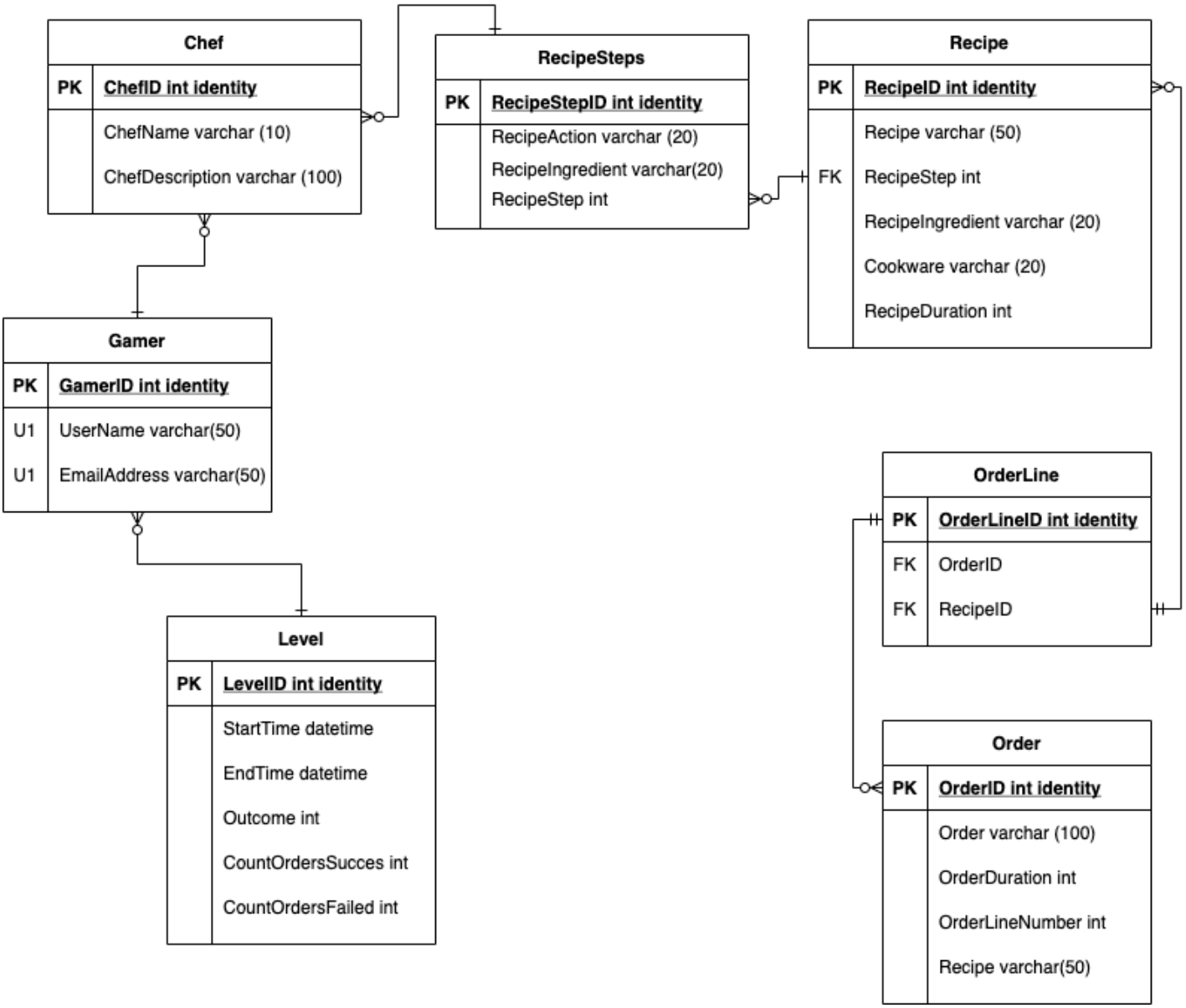
Business Rules

- It is required that a Gamer has a unique User Name
- A Gamer must choose one Chef to play as before starting a new level
- A Gamer may or may not fulfill orders in sequential order
- Each level occurs for exactly 5 minutes
- For every ingredient that an order contains, order duration lasts 20 seconds
- A chef must chop ingredients before cooking
- A chef must remove a recipe from cooking to avoid overcooking an order
- An overcooked order is not deliverable
- A failed order results in a points deduction
- A successful order results in increased points

Data Questions

1. What are the top 2 recipes that gamers complete the most often?
2. What are the bottom 2 recipes that gamers fail the most often?
3. Who is the most popular chef since the release of Overcooked 2 in August 2018?
4. Who is the least popular chef since the release of Overcooked 2 in August 2018?
5. What is the average amount of orders that gamers complete in a level?

CONCEPTUAL MODEL



LOGICAL MODEL