Jiya Patel
Period 2

Jiya's Pizzeria

Description

      My project is a replication of the game "Papa's Pizzeria" except with some modifications and additional features. The objective will be to get the most points you can by playing the game. You can get points by following the recipe on the receipt accurately and completing your pizza before the time runs out. Following the receipt instructions will include putting your pizza in the oven at the right temperature, for the right amount of time, putting the right toppings on, the right amount of toppings on, and more.

      The libraries I will need for now will be Dashed Lines by Jose Luis Garcia del Castillo, which I will be using to allow the user to cut the pizza by holding down and dragging the mouse. Other than that, I will be using buttons, shapes, a display timer, and a high score display for multiple runs at the same time. I will also use the arrow keys to switch between the different stations in the game such as the dough-making station, the oven, the cheese/sauce station, toppings station, and cutting/packing station.

UML Diagram
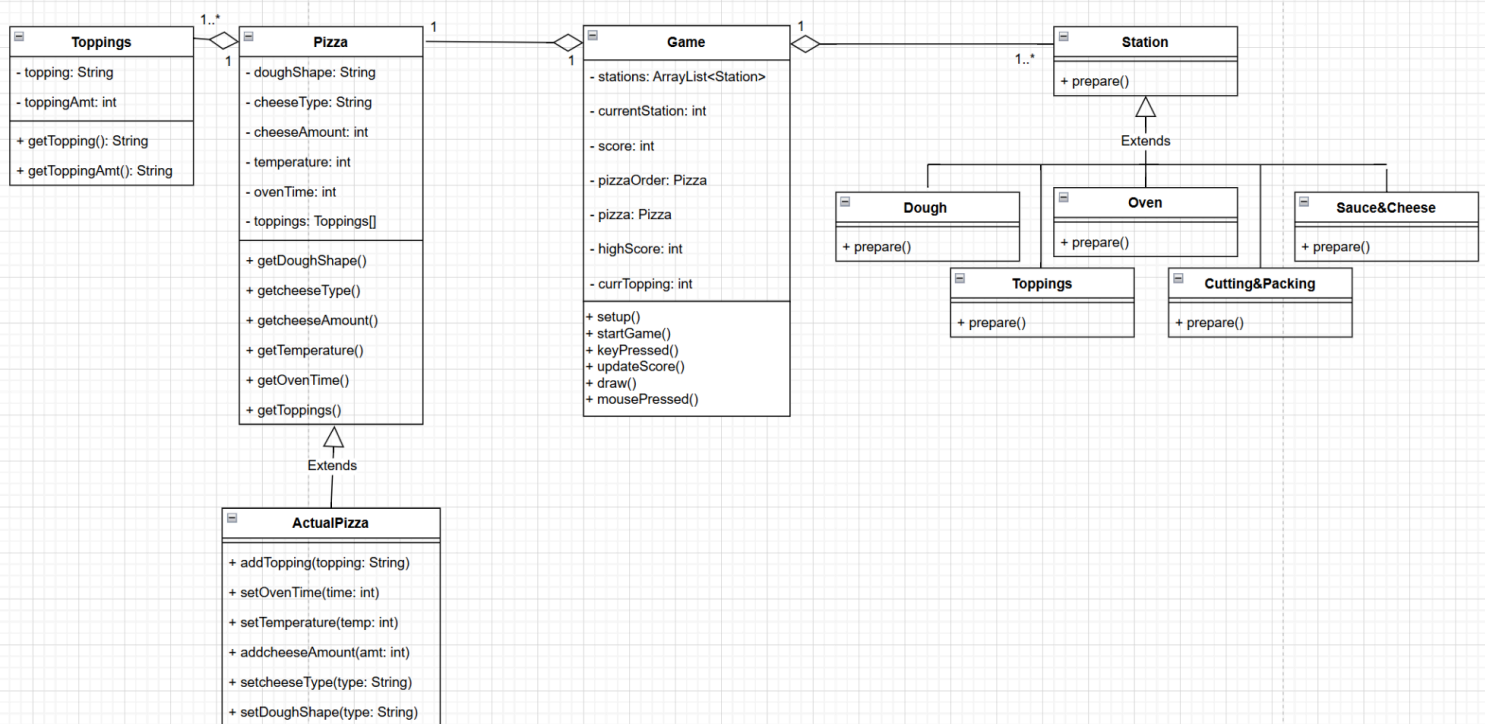
How Does it Work?

Objective: Finish making the pizza accurately in the given time + optimize the amount of points

1. User will press the "play" button and receive a receipt which lists their instructions/ingredients. Once they press "play," their timer will start and show up on the top of the screen
2. By clicking the right and left arrow keys, the user can switch between different parts of the pizza-making process, such as the dough-making station, the oven, the cheese station, toppings station, and cutting/packing station.
3. At the dough station, the user will draw a circle with their mouse and the pizza will form into that circular shape.
4. At the oven station, there will be a temperature button where the user has to adjust the temperature to be the right temperature. Then the pizza will go on the oven and the user has to cook it for the right amount of time. If the user cooks it for a longer time or at a higher temperature, points will be deducted from their final score. Points will also be deducted if the pizza is in the oven for less time than it needs or a lower temperature.
5. At the cheese station, the user will sprinkle the amount of cheese that the receipt says to put, and the type of cheese, whether it's normally grated or chunks of mozzarella (such as for a Margarita Pizza).
6. At the toppings station, the user will put toppings based on what the receipt says (pepperoni, mushrooms, basil leaves, pineapples, olives, onions, green peppers, etc). The user will have to click the right bowl of toppings and put them evenly throughout the pizza. Points will be deducted if the wrong toppings are put and also if the wrong amount is put (the amount is specified on the receipt).
7. At the final station I will make the user cut the pizza using a dotted line animation feature that will draw the dotted line where and when the user's mouse is held down, and when the mouse is released it will cut it in that line. There will be an animation to pack the final pizza and the user can click a button that says "done." They will be scored and the high score will be updated if necessary.