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Final Project 161: *Seasoning with Senpai*

Pillars:
1. **Perseverance**
2. **Chaos**

Game Description:

In our game, Seasoning with Senpai, you play as a piece of Steak that needs to be seasoned. You will have a top down view of the steak on a plate and you'll try to get seasoned by the chef as fast as possible to complete as many steaks as you can. However, you have to avoid over seasoning the steak or else it'll count as a failed steak. The goal of the game is to get the highest star rating you can, successful steaks increase your score and failed steaks decrease your score.

MECHANICS
1. **Movement:**
   1. The player can move the steak by using **W,A,S,** and **D**.
   2. The player can make the steak sprint by holding down **SHIFT**. This coincides with the pillar of chaos, because the steak less responsive but faster.
   3. The player can serve the steak by pressing the **SPACE** bar and a new steak respawns.
2. **Environment:**
   1. Seasons affect the player differently as described above
   2. The edge of the pan stops the player but if the player is moving to fast they fly off
   3. A shadow appears directly below the shaker which will indicate where the seasons fall
3. **Level Goal:**
   1. The player is trying to a get a higher star score each time.
   2. Each successful steak is half a star.
   3. Each failed steak is negative one star.
   4. Avoid flying off the pan, because that also leads to a failed steak

FUTURE IMPLEMENTATIONS

1. **Hazards:**
   1. **Oil:** certain parts of the pan will be slippery with oil. If the player goes into oil, they cannot move the steak anymore and will continue in the direction they were going in.

2. **Obstacles**: parts of the pan will have other foods that will block the player from moving in that space. The player will have to go around them.
3. **Vegetables:** avoid the vegetables. The player will be unable to move for a specified amount of time after the steak hits the vegetable

2. **Different seasonings:**
    1. **Pepper:** this is another seasoning, but the steak has to avoid being seasoned by the pepper, increasing the difficulty of the game.

Desired Player Experience

We want the player to feel accomplished after he/she sees how many stars they were able to accumulate. Each successful steak should make the player feel like they're making progress in the game, but the failed steaks should make the player feel challenged and aspire to not make more failed steaks. Having a time limit will make the player feel pushed for time and try to make the steaks as fast as possible, making the game exciting. The experience should be enjoyable but challenging. The visuals and sounds of the game should mesh together well and be appealing for the player. The use of particle effects help portray make realistic visuals. The game in general should interest and make the player happy.

Roles List:

Adrienne Caparaz - Artist/Audio
Antonin Durchanek - Programmer
Lindsey Duong - Artist/Audio
Sarah Huang - Programmer
Patrick Luong - Programmer
Dillon Vuong - Producer

Task List:

Adrienne Caparaz:
- Prototype Milestone
    a. Scene transitions
    b. Scene building
- Polish Milestone
    a. Scene transition animation
    b. Narrative/Story

Antonin Durchanek:
- Prototype Milestone
    a. Enemy movement (Shakers)
    b. Shadow
    c. Enemy collisions for Shakers
- Polish Milestone
    a. Shaking animation

Lindsey Duong:
- Prototype Milestone
    a. Sprite creation
    b. Artwork
- Polish Milestone
    a. Sounds

Sarah Huang:
- Prototype Milestone
    a. UI
    b. Main Menu
    c. Pause Menu
- Polish Milestone
    a. Menu button animation

Patrick Luong:
- Prototype Milestone
    a. Pan Boundaries
    b. Speed variable for steak
    c. Player/Steak movement
- Polish Milestone
    a. Obstacle effects (oil)

Dillon Vuong:
- Prototype Milestone
    a. Particles
    b. Obstacles
    c. Hazards
- Polish Milestone
    a. Animations for normal objects