



SPLASH SCREEN

CookingTower was originally designed as a digital recipe book and mini-game for the popular drink kombucha.

The game centered around using the different stations inside of the tower in order to discover, cook, and make your own recipes. The stations would facilitate various parts of the brewing process, store items, or let you show off your own concoctions.

The adventure would be narrated by Scobushka, a matronly SCOBY(symbiotic culture of bacteria and yeast, the source of kombucha), who would offer advice or challenges.

Since a SCOBY is a living organism, one of the features would be a Tamagotchi-style mini-game to keep your SCOBY healthy and producing kombucha.



SCOBY

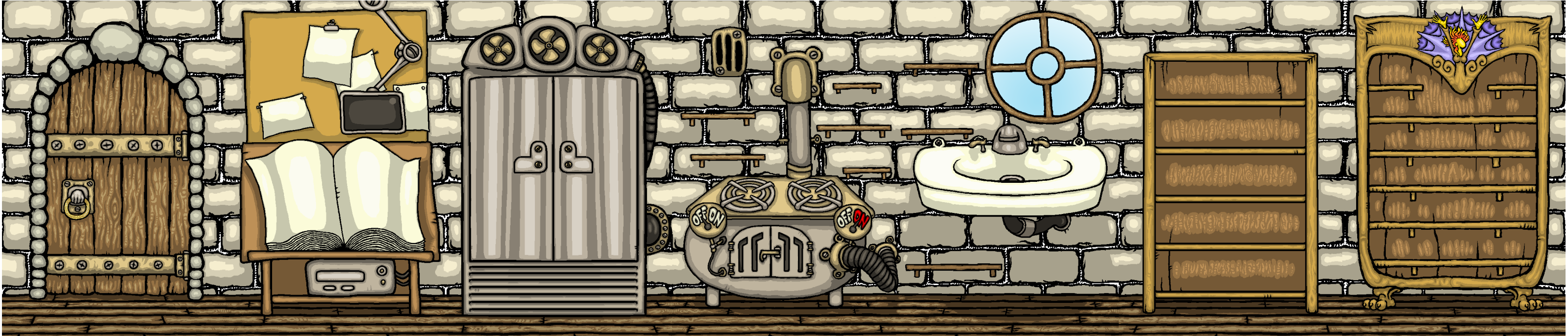
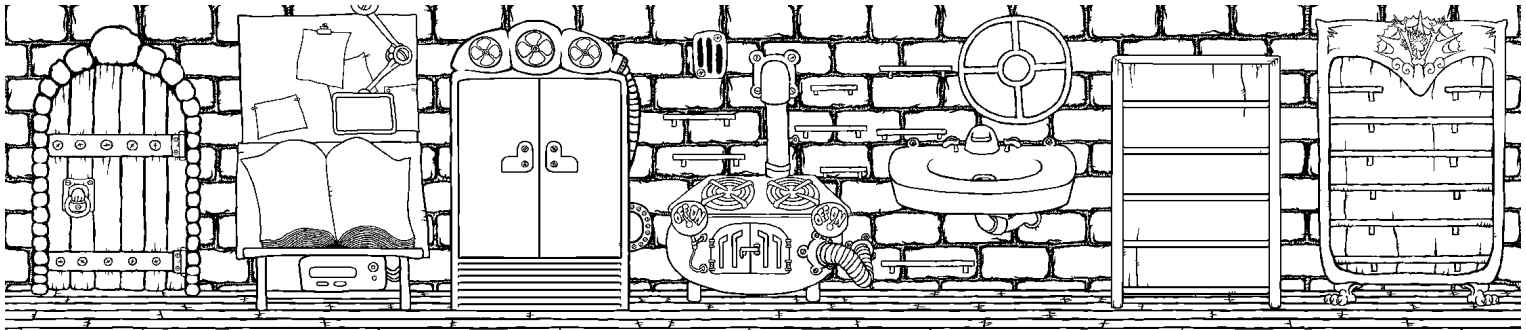
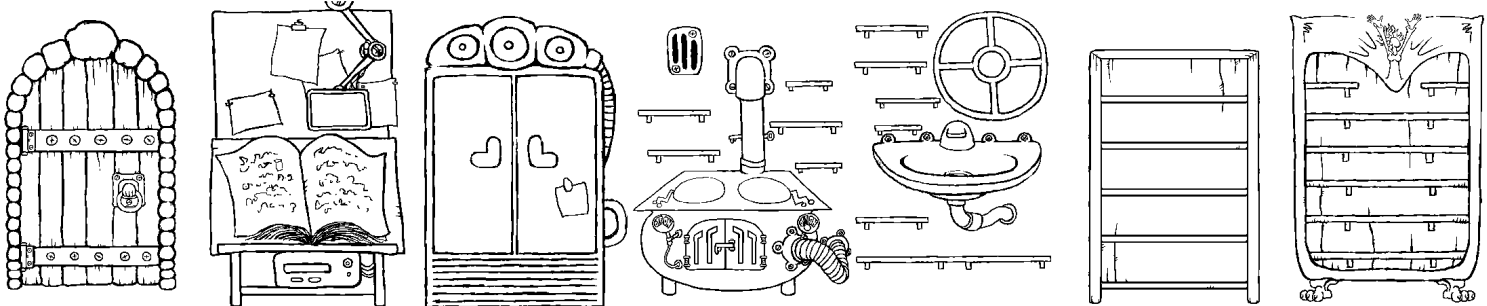
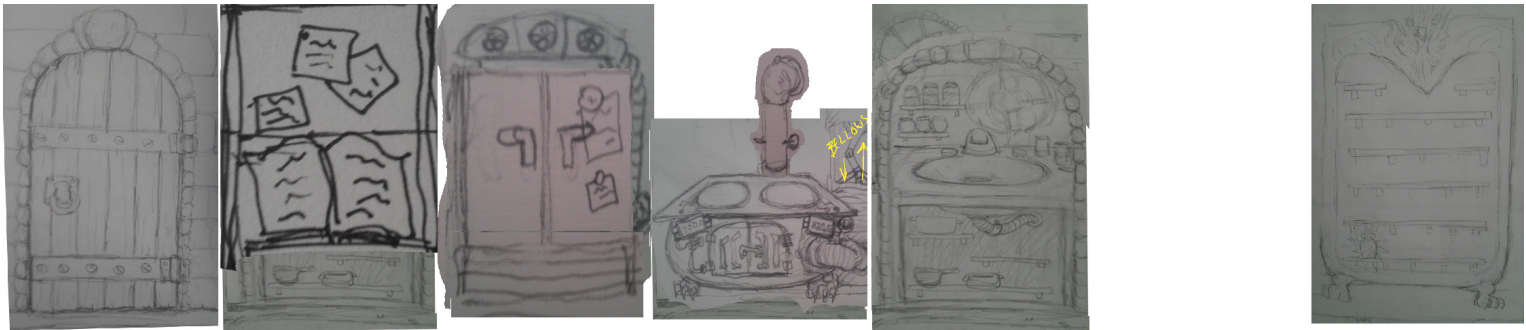
HEALTHY

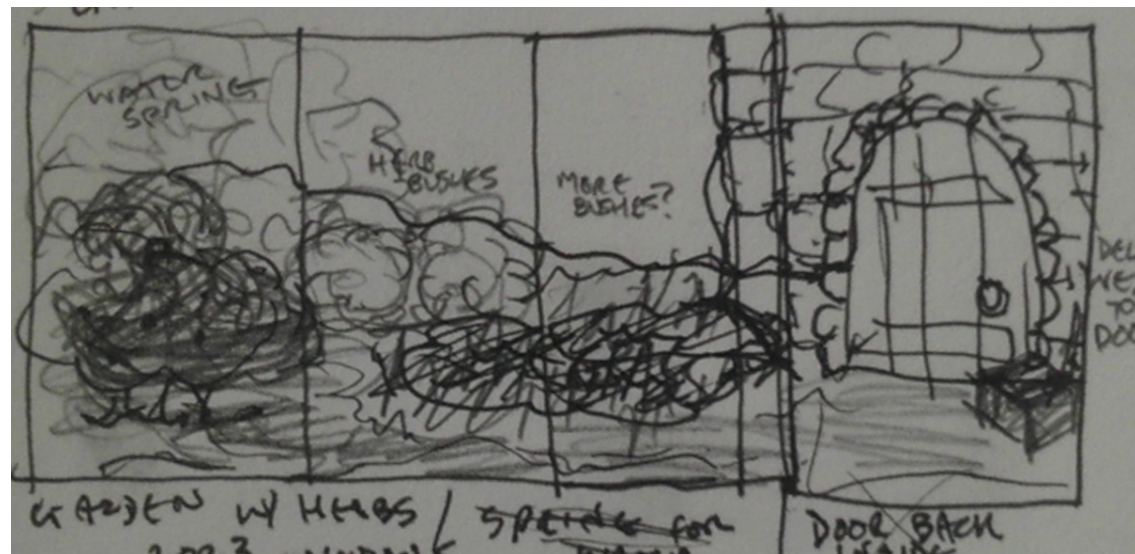
SICK



SCOBUSHKA

PROGRESSION OF TOWER SCENES FROM SKETCHES TO ASSETS

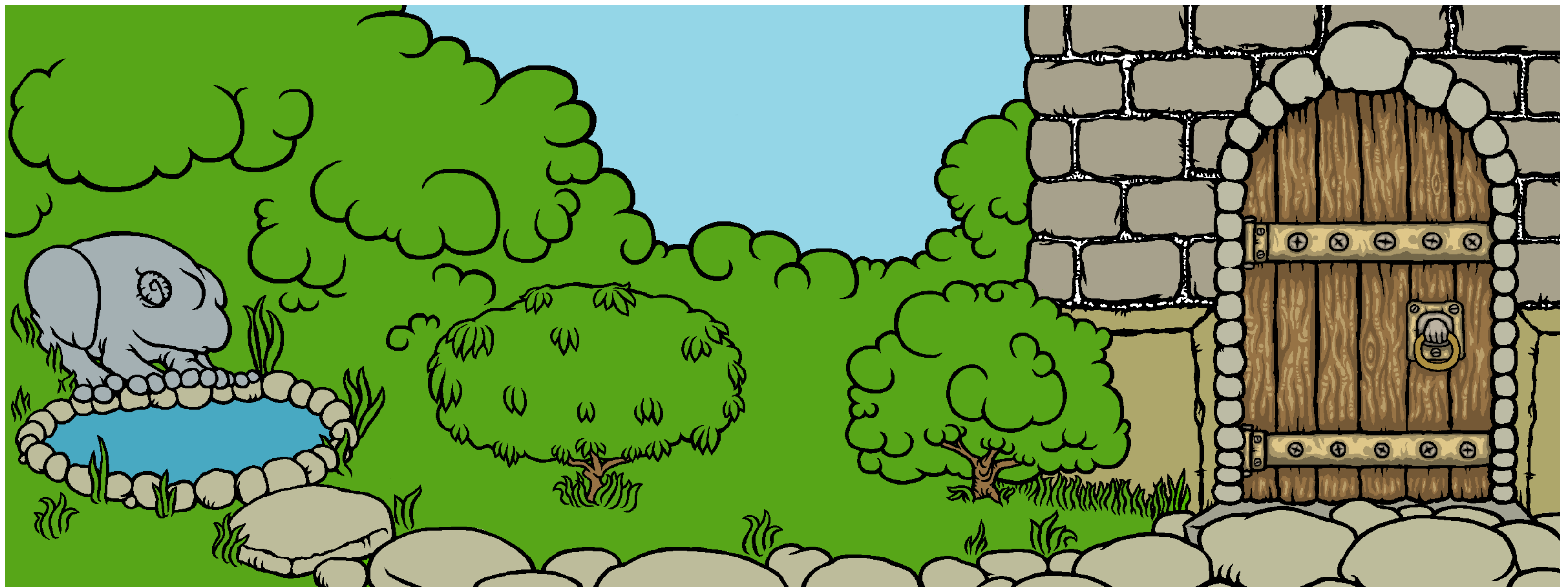




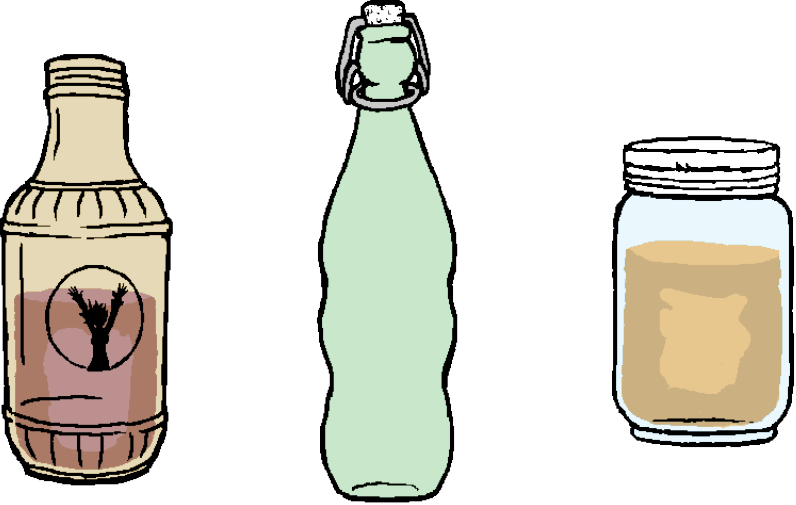
PROGRESSION OF GARDEN SCENES FROM SKETCHES TO ASSETS

The garden would be a place to discover special ingredients such as spring water, or grow certain plants that you can not attain otherwise.

Items not able to be grown or discovered would be ordered in-game and delivered outside the tower door.



STORAGE CONTAINERS



INGREDIENTS



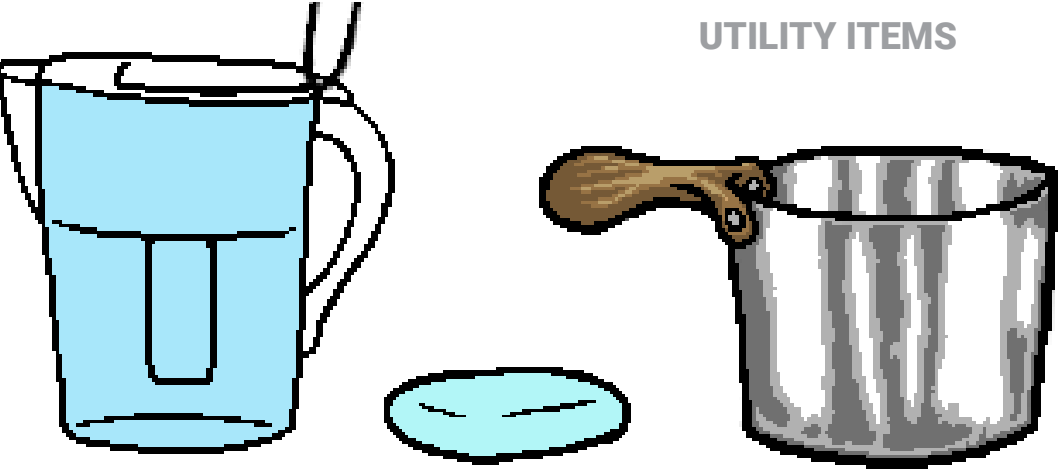
SCOBYS



PRODUCING KOMBUCHA

IN STORAGE

UTILITY ITEMS

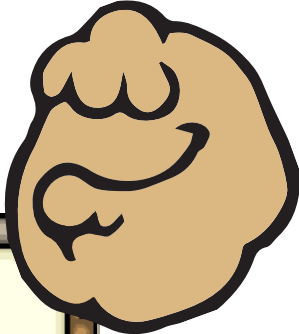


ITEM DESCRIPTION



4 CARRIED ITEMS

MIXING CONTAINER



INGREDIENT AMOUNT



TIMER MINI-GAME