# Jan 24 Prototype Meeting

1. Week 4 - Prototype
   1. Implementation of art assets
   2. Implementation of initial UI/UX
   3. WEBGL build published for playtest
   4. Concept designs for environment: kitchen, playable character, appliances and other ingredients and recipes
2. Week 5 - Further development of features
   1. Refine cooking system
   2. Future goals for new environments, time and money system
   3. Refining UX/UX elements alongside software and art team

# Jan 23 Prototype Meeting

# Jan 14 Second meeting

# Design Document

1. Production Plan
2. Azure DevOps Overview
3. Questions/Discussion

# Jan 13 First meeting

1. Introductions and initial production planning. Azure DevOps suggested.
2. Most experienced with Unity
3. Mood board and art direction suggestions

## Simmer

1. Player spending x amount of time in the job, then explore world (store, park) to find recipes. Time management and money to spend.
2. The main hub is an apartment where the kitchen is. Use the kitchen to make recipes by doing cooking steps that have action durations. Order matters, details on aspects of steps. Time limits to complete recipes.
3. Progression: skills to do certain cooking tasks that improve over time by being completed faster and improving the recipe.
   1. Skills like using a knife, identifying ingredients
   2. If progressed can make cooking into a job
4. Tons of food specializations, cost/quality/time tradeoffs
5. Overall goal: Get good at cooking and experiment/learn

## Questions

1. Clients? How to sell food?
   1. Player has a small specialization of food. Skills may not synergize with their recipe.

Ideas:

* Supermarket/Marketplace to get items needed to cook
* Skills
  + Knife Skills
  + Frying
  + Kneading/Rolling Dough
* In the beginning, player will only cook for short amounts of time and as they get better, they can spend more time cooking/prepping and even make money from it

# Jan 17 Programming

1. Joe: One person in job to merge to main