**“Simmer”**

CMPM 171

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Summary

Simmer is a 2D cooking-focused simulation game that centers around a single playable character honing their cooking skills and learning new recipes as they make their way to becoming a well-experienced chef. The player will attempt to transition between working a day job and a full-time chef by practicing in their spare time, spending what money they can for supplies, equipment and classes for training. The player will have to manage their time, prioritize different skills, and explore new recipes to make it in the culinary world.

Production Plan

Week 1

* Pitch
* Team construction

Week 2 - 4

* Team building
* (Software) Unity review
* (Art) Mood board into art style confirmation
* (UI/UX Team) UI/UX mock-up
* (Software) Systems design and software design document
* (Everybody) Research cuisine/cooking skills
* (Everybody NEXT MEETING) Game content compilation (must haves to dream outcomes)
  + List of recipes
  + In-game resource list
  + Skill system
  + Quests/objective list
  + Game feature compilation
* (Everybody NEXT MEETING) Game feature compilation (must haves to dream outcomes)
* Simple player movement
* Interactions to “cook” (i.e. using kitchen appliances)
* Level transitions
* UI/UX to player inventory
* Skill progress maintenance
* Narrative tracking
* If all goes well, begin prototyping

Week 5 - 7

* Start first build
* Import initial assets
* Begin working on core mechanic implementation
* Incorporate level transition framework
* Establish initial UI/UX
* Refine and readjust resource and skill values
* Identify and solve problems as early as possible in this split

Week 8 - 10

* Continue refining build
* Import more solidified art assets and any narrative/dialogue for quest points/tutorials/recipes
* Fine tune and fix skill progression pacing and values for resources and milestone thresholds
* Test and adjust features to avoid last minute changes