**Core Design Components - Simmer**

# **Design Pillars**

1. Grounding the holistic cooking process - obtaining ingredients, preparing intermediate recipe steps, experimenting with possibilities
2. The cooking process leads to gradual, tangible progression and discovery
3. Convey the importance of community building through food exchange
4. Making the player feel comfy and cozy through the home cooked food
5. Allowing both the player and the playable character to learn about cooking

# **Mechanics/System and Core Loop**

Simmer is a cooking simulation game where an aspiring chef learns new recipes, develops cooking techniques, and connects with their community through food. The core loop of the game is taking ingredients and converting them into completed recipes. Multiple aspects of the cooking process will affect the outcome of the dish which will have a transitive effect on your ability to cook new and higher quality recipes. Things such as: the quality of the ingredients, the accumulated familiarity of certain cuisines, and how well the player executes cooking the recipe in the kitchen.

The player will receive requests to make certain dishes and upon completion of these requests, will receive new recipes, access to knowledge about ingredients, rare ingredients, and improve their relationships with the NPC.

Start to Finish

The player will start the game at the end of their character’s work day. The player will have starting items in their pantry and a few recipes to start cooking. The player will use their allotted time to cook during the day to try their first dishes. Overtime, the player will be creating a variety of recipes that improve the quality of future recipes made as well as the difficulty of the recipes. The more difficult the recipe with regards to the ingredients and steps required to make, the higher the rewards from the NPCs. After gaining enough favor with all the NPCs the player will be able to transition into spending all of their time cooking. The player will be able to sell their recipes to sustain themselves as well as attempt to create new dishes without a provided recipe. The game will end when the player has successfully made every requested dish for each NPC.