**Programming Summary Doc**

**Playable Build Link:**

<https://theunaveragejoe.itch.io/simmer?secret=0U66xcgvSQEm1kmB6ETE7MfLpE>

**GitHub Repository Link:**

<https://github.com/evanli1one/SimmerRepo>

**Primary Mechanics:** Player-appliance interaction, inventory, ingredients-recipe cooking, player movement

We have a player interaction system built to use the various appliances. Our current implementation uses a single button with state checks to call the correct function for the appliance’s current state. These state checks make sure the current ingredient from the players inventory can work within the correct appliance and if it does it is able to pull the requirements like temperature and time to cook for the ingredient. The player script calls the functions from the corresponding appliance. After a set amount of time, the ingredients will be cooked and if the player interacts with the appliance again, they will be able to retrieve it into their inventory.

**Additional research needed:** Unsolidified designs of core features like resource exchanges, NPC interaction, world navigation, help UI, scene transitions