**“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

## Split 1

Week 2 - 4

* Team building
* Unity review
* Mood board into art style confirmation
* UI/UX mock-up
* Systems design and software design document
* Research cuisine/cooking skills
* Game content compilation (must-haves to stretch goals)
  + **List of recipes**
  + **In-game resource list**
  + Skill system
  + **Quests/objective list**
  + Game feature compilation
* Game feature compilation (must-haves to stretch goals)
* **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

## Split 2

Week 5 - 7

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

## Split 3

Week 8 - 10

* Continue refining build for playtests
* Import more solidified art assets and any narrative/dialogue for quest points/tutorials/recipes
  + Raw ingredient art assets
  + Basic character animations
  + Level furniture and environment
* Fine tune pacing and values for resources and milestone thresholds for shop and ingredients
  + Solidify values for replayability with regards to ingredient prices and finished dishes
  + Recipe difficulty tied to NPC quest progression
* Implement and test new recipe book features
  + Search functionality
  + Categorization
  + Recipe visualization
* Implement and test NPC dialogue and quest functionality
  + Adding unique shop type for NPCs
  + Linear recipe quest progression for each NPC
* Playtest for feedback to gauge and implement if needed