**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/fridge, NPC shop, ingredients-recipe cooking, player movement, scene transitions, dialogue, and a tutorial.

We have a player interaction system built to use our appliances like an oven, cutting board, stove, an assembly station, and a mixer. The current implementation uses a single button interaction scheme with a drag and drop item system. For example, the mixer checks the first ingredient and then checks the recipes that it’s connected to. Once we validate that it contains valid recipes, we just check if the ingredients are valid for any of the recipes and make that recipe given the base action time. The player script interacts with an InteractableBehavior component which assigns its behavior in the inheriting class. We also implemented a recipe book where the player is allowed to see the tree for specific recipes. Each connection is a different color to show what appliance is used to get the next ingredient until the final food recipe. Once we completed the core loop of Simmer, we decided to work on the farmers market. To get to the farmers market, we have a basic scene transition where the player is able to greet an NPC and access their store of goods.

**Additional research needed:** NPC interaction, additional recipes, currency system, main objectives from NPC’s (trade/quests progression), 24 hour clock game loop to update farmer market