**Simmer Critical Instructions**

Updated 02/18/2022

**Current Build Link**

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

**Controls**

Movement

W - up

A - left

S - down

D - right

Inventory

LMB - Drag and drop items, select item

RMB - Interact with nearby object

1, 2, 3, 4 - Select hotbar item

UI Windows

; - Open shop

P - Pause

[Debug Controls]

J - Destroy selected item

K - Add random item

Simmer Playtest 02/10/2022

**Instructions**

The objective is to bake a cake!

To unlock the recipe for the cake follow these steps:

1. Access the pantry and retrieve the pre-existing cake using RMB to open the pantry and LMB to drag it to your personal inventory
2. Access the ‘recipe book’ by left clicking on the image in the top right corner of the screen.
3. When the ‘recipe book’ UI is open, place the cake from your inventory to the bottom left empty slot position.
4. The recipe shows each ingredient, what action needs to be taken to change the ingredient, and the resulting item after the action is performed.
   1. Yellow Connection : Mixer
   2. Orange Connection : Oven
   3. White Connection : Arrangement Station (indicated in-game as a yellow box temp asset)

Use LMB to click and drag ingredients to your inventory from the ‘fridge’ or the ‘shop’. Press RMB to interact with ‘fridge’, ‘mixer’, ‘oven’, and arrangement plate (indicated in-game as a yellow box temp asset). Use the given controls, appliances, and ingredients to follow the recipe and bake a delicious cream cake.

**Unimplemented Assets**

Currently, the red square lining the wall of the apartment at the top left corner will lead to the Farmer’s Market where you can talk with NPCs and purchase new ingredients. The debug feature to “add money” will allow you to increase your money to interact with the shop. Right click on the red box in the temporary farmer’s market scene to return to the kitchen.