# README

# Game Summary

Simmer is a 2D cooking-focused cooking simulator 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 spend what money they can for supplies, equipment and learning about new cuisines. The player will have to manage their time, gather ingredients, and explore new recipes to make it on their culinary journey.

# Controls

**Movement**

W - up A - left S - down D - right

**Interaction**

Right-Click while close- Interact with appliance, doors, and NPCs

Left-Click - Advance dialogue text

**Hotbar Inventory**

Left-Click - Drag and drop items, select item

1, 2, 3, 4 - Select hotbar item

**UI Windows**

P - Open pause menu

# Known Issues

1. Music volume can be loud. Use the pause menu to adjust volume.
2. Some UI popup suddenly like Appliance interaction UI and dialogue text

**Player Guide**

* Talk to all shopkeepers to receive recipe quests
* Purchasing and handling ingredients gives you knowledge towards recipes
* RMB on the couch to sleep and go to work to receive money for the next day
* Finished recipes can sell for more than usual ingredients

**Recipes [Spoilers!]**

* Cream Cake:
  + Mixer: Sugar, milk, Flower, Butter, Egg, Baking Powder
  + Oven: Cake Batter
  + Plate: Cake Base, Whipped Cream
* Baked Chicken:
  + Plate: Uncooked Chicken, spices
  + Stove: Basic Chicken
* Cheese Pasta:
  + Mixer: Egg, Flour
  + Oven: Pasta Dough
  + Plate: Pasta, Cheese
* Tomato Pasta:
  + Mixer: Egg, Flour
  + Oven: Pasta Dough
  + Plate: Pasta, Tomato
* Bolognese Pasta:
  + Mixer: Egg, Flour
  + Stove: GroundMeat
  + Oven: Pasta Dough
  + Plate: TomatoPasta, Seared Meat
* Sugar Cookies
  + Mixer: Butter, Egg,Vanilla, Baking Powder, Sugar
  + Oven: Cookie Dough