

**Title:** Ate Mika's Bacsilog  
**Author:** Mikaela C. Paderna  
**Description of the Game:**

Ate Mika's Bacsilog is a fun, fast-paced cooking simulation game. It is a cooperative game wherein two players team up and take the role of chefs as they're tasked to cook three meals in under one minute. It displays references to the Philippine culture, with the theme of the meals being *silog* meals.

### **Mechanics of the Game:**

Each player will be restricted to only one part of the map where they will only have access to particular actions and tools. One part of the map will be for slicing the ingredients and serving the dishes, and the other part of the map will be for cooking on stoves. The available dishes to be made by the players will be limited to three options. These are tapsilog, bacsilog, and longsilog.

In order to finish one order, the players must be able to fulfill these three tasks: cook rice in a rice cooker, fry egg in a frying pan, slice meat on a chopping board then subsequently frying them. They must put all these cooked ingredients together into one plate, and it is then that they can serve it.

### **Detailed Instructions of the Game:**

In order to control the character's movement, the player must press either of the four WASD keys. The W is for moving forward, S for moving backward, A for moving to the left, and D for moving to the right.

The players can do actions by interacting the counter tiles, which are represented by squares around them. To interact with the tile, they must first approach the tile near enough and wait for the white outline to appear. Once this appears, they can then press SPACEBAR to cast an action. They may either place or grab items on these counter tiles.