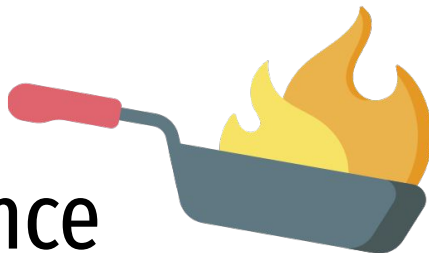


# Cooking Mayhem

## Interactive Experience



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Interactive Systems  
UPF 2020-2021

# Our project : Cooking Mayhem

**01**

## Co-op game

Cooperation is rewarded

**02**

## Arcade!

Designed to have fun

**03**

## For all ages

Can be played by kids and older people

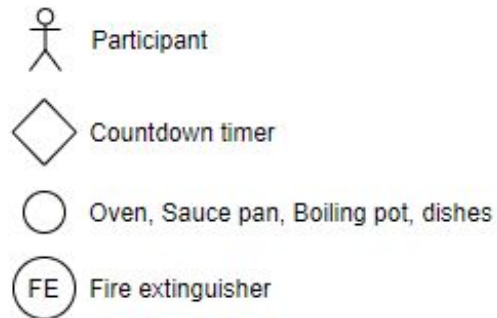
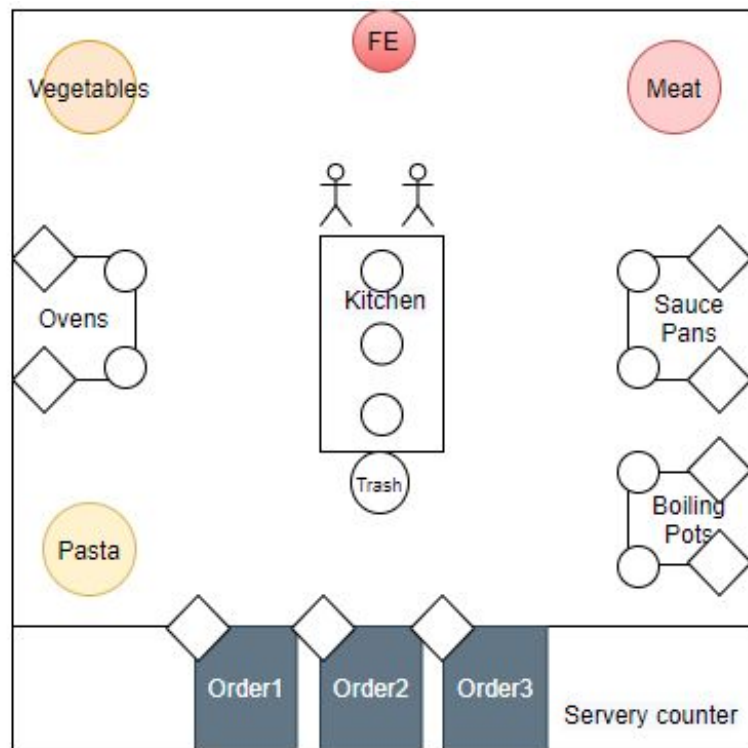
**04**

## Cooking game

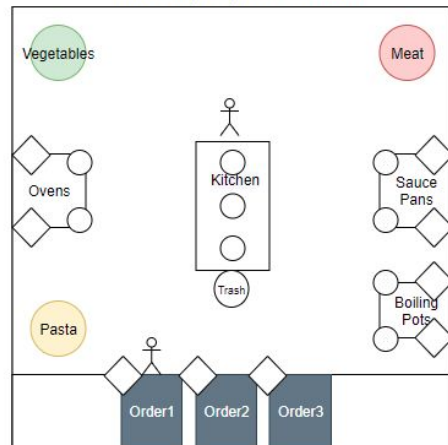
Inspired in the classic flash browser games



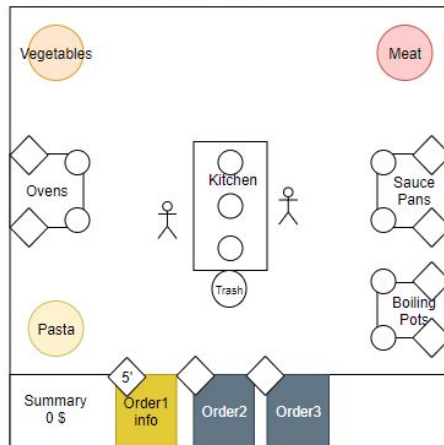
# Storyboard



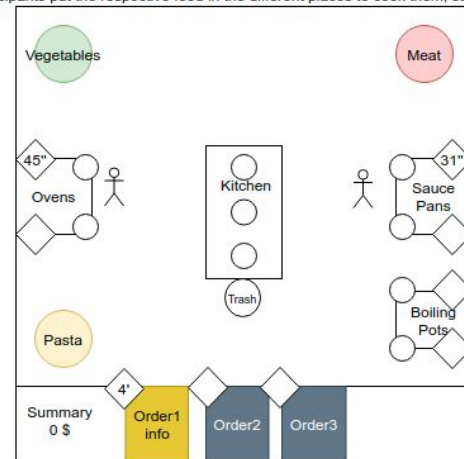
One of the participants takes an order



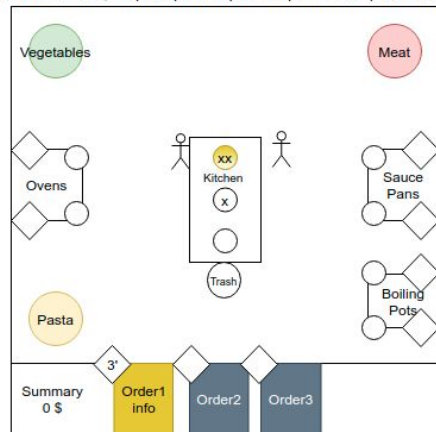
The order content gets unlocked and a countdown timer starts



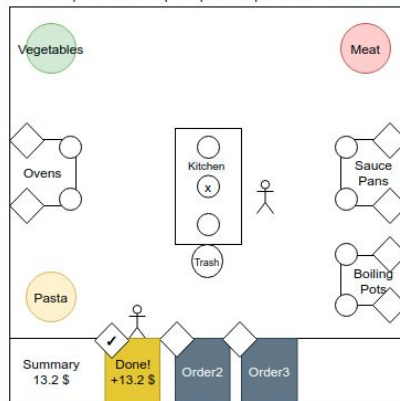
Participants put the respective food in the different places to cook them, starting a timer



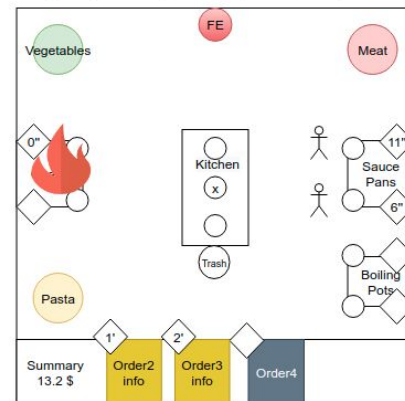
When the action is done, the participant will put each part in its respective dish in the kitchen



When the recipe is finished a participant can put that order in the counter



More than one order can be done at a time, but if food is forgotten in one of the cooking places a fire will start, appearing a fire extinguisher to stop the fire, losing that item.



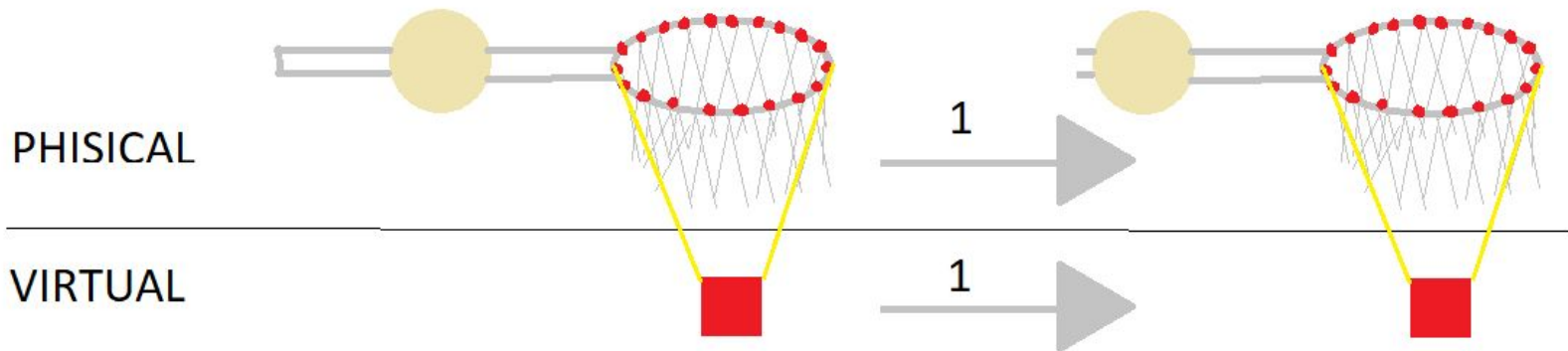
# Mappings



This interactive system **is**

One-to-One

1:1 Scale



# Interactions

- `CLOSE(undisclosed order) -> REVEAL(undisclosed order)`
- `CLOSE(pantry) -> HAND(item)`
- `CLOSE(free station) + HAND(item) -> START(timer) + EmptyHanded`
- `CLOSE(full station) + FINISHED(timer) -> HAND(processed item) #in whatever state (good or bad)`
- `CLOSE(unfinished dish) + HAND(item) -> ADD(item) + EmptyHanded`
- `CLOSE(finished dish) + EmptyHanded -> HAND(finished dish) + FREE(countertop space)`
- `CLOSE(order) + HAND(finished dish) -> CASH IN(order) #evaluate what is worth`
- `CLOSE(trash) + HAND(item) -> EmptyHanded`
- `CLOSE(player) -> SWITCH HANDS + BONUS(items)`
- `CLOSE(player) + CLOSE(full station) + !FINISHED(timer) = FASTER(timer)`
- `CLOSE(FIRE STATION) -> HAND(FIRE EXTINGUISHER) #drop everything else`
- `CLOSE(FIRE STATION) + HAND(FIRE EXTINGUISHER) -> EmptyHanded`
- `CLOSE(FIRE) + HAND(FE) -> EXTINGUISH(FIRE)`

# Final Demo



# Thank you!

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