# **Project Design Document**

*09/26/2023*Wednesday Team 13

# **Project Concept**

1	You control a	in th	is			
Player Control	Cook	Isoi	Isometric		gam e	
	where	mak	makes the player			
	Direction keys	Мо	Move around the map (WASD)  Chop or Cook or Serve dishes			
	F	Cho				
	E	Pici	Pick-up or Drop down Item (E)			
	SHIFT (hold down)	Das	Dash			
2 During the game, from						
Basic	New orders (task)	арр	ear	Top of the scree	en	
3	There will be sound effects and particle effects					
Sound & Effects	When the character is chopping food		Dust particles when the characters is running around			
	When the beef is cooking		Fire particles coming out when something is about to over cook			
	When order is successfully delivered		Sparkling particles when the order is delivered successfully			
	When order is about to expire					
	When round is over like beep beep					
	[optional] There will also b	e				
	- State changes when food is cooked/ chopped/ overcooked.					

#### - Background music.

### 4

### Gameplay **Mechanics**

#### As the game progresses,

new orders will appear in a fixed frequency and end in a limited time

#### making it

harder for the player to keep everything under control and gain a high score

### [optional] There will also be

The menus and tasks are random and therefore increasing uncertainty and making things even messier.

# 5 User Interface

ıne	WIII			
Time Counter	Decrease			
Score	Increase			
Score	Decrease			

#### whenever

Time passes

Player completes orders within time limit.

Player fails to complete task within time limit.

### At the start of the game, the title and the game will end when

Super Chef will appear

Limited time is over

# 6 Other **Features**

We can restart the game, and the difficulty can be changed if the player finished one round and get into the next.

# **Project Timeline**

# Milestone Description

Due

#1

Task Allocation: UML design, UI design, game sketches, complete the game design document

26/09

#2

Player can move in all directions using the arrow keys and cannot leave the move area. They can also hash running.

29/09

#3	<ul><li>Collision detection: Player can pick up and drop down items.</li><li>Interaction: Player can chop, cook and serve dishes.</li></ul>	05/10
#4	<ul> <li>Orders can appear from the top of the screen in a fixed frequency, and have a countdown.</li> <li>Orders can be finished when they are delivered successfully.</li> <li>The recipes of orders are random.</li> </ul>	12/10
#5	- Primitive objects and backgrounds are replaced by real 3D assets	17/10
#6	<ul> <li>UI design implemented. The score and countdown can be seen in the screen.</li> <li>When the time is run out, if the score doesn't reach the requirement of getting into the next level round, player can choose to restart.</li> </ul>	20/10
#7	<ul> <li>Difficulty will increase if the player finished one round game and the score reaches the requirement.</li> <li>Gameover mechanic programmed.</li> </ul>	23/10
#8	<ul> <li>Particle and sound effects implemented.</li> <li>Animations when the player is chopping or serving the dishes implemented.</li> </ul>	26/10
Backlog	<ul> <li>Different layouts of the kitchen in different rounds.</li> <li>More types of recipes appears in the orders.</li> </ul>	30/10

# **Project Sketch**

