Rules that Player has to know to play the game

Basic rules:
- Objective: The main objective is to prepare and serve as many burgers as possible before times up. Players must achieve a certain score and progress to the next level.
- Recipes: Players must follow specific recipes. Ingredients must be prepared and combined to create the desired dish.
- Time Management: Time is limited. Each round of the game only lasts 3 minutes. Players must prioritize tasks and manage their time effectively to serve as many dishes as possible
- Oders: Orders appear at the top of the screen, and players must complete the order before it expires. Falling an order (run out of the countdown) results in a penalty.
- Scoring: At the end of each round, players are scored based on the number of dishes served, speed of service and any penalties incurred.

Player Control:
- Move: Players use direction keys to move the chef around the kitchen.
- Pick up/Place down: Players can use the 'E' key to pick up ingredients, pots or dishes and place them down on counters, cooking appliances, or serving areas.
- Chop/Cook: After picking up an ingredient, players can use the 'F' key to put it on a chopping board to chop it or place it in a cooking appliance to cook it.
- Serve Dishes: Once a dish is prepared according to the recipe, players can carry it to the serving area and press the 'F' key to serve it to customers.
- Dash: Players can use a 'Shift' button to move faster around the kitchen. Dashing is useful for avoiding obstacles and saving time.

How to Deliver this Information
- Trial Round?
    - Maybe too much work, don't have sufficient time
    - But enjoyable and interesting to player, will consider if we have sufficient time
- Information Sheet?
    - Easy to implement
    - But player likes to learn by playing rather than reading words, no one like reading words
- Put it in options (user can read when they think they need assistance)
    - User can choose their way to learn the game
    - However, user may not know how to get this information
    - We can have a window popping up telling them to look into the instructions in options
    - Probably the best way to go with