

Project Design Document

09/26/2023
Wednesday Team 13

Project Concept

1

Player Control

You control a

Cook

in this

Isometric

game

where

Direction keys

F

E

SHIFT (hold down)

makes the player

Move around the map (WASD)

Chop or Cook or Serve dishes

Pick-up or Drop down Item (E)

Dash

2

Basic Gameplay

During the game,

New orders (task)

appear

from

Top of the screen

and the goal of the game is to

Fulfill and deliver the orders within a certain time frame, and try to gain a higher score.

3

Sound & Effects

There will be sound effects

When the character is chopping food

When the beef is cooking

When order is successfully delivered

When order is about to expire

When round is over like beep beep beep

and particle effects

Dust particles when the character is running around

Fire particles coming out when something is about to over cook

Sparkling particles when the order is delivered successfully

[optional] There will also be

- State changes when food is cooked/ chopped/ overcooked.

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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 style="list-style-type: none"> - <i>Collision detection: Player can pick up and drop down items.</i> - <i>Interaction: Player can chop, cook and serve dishes.</i> 	05/10
#4	<ul style="list-style-type: none"> - <i>Orders can appear from the top of the screen in a fixed frequency, and have a countdown.</i> - <i>Orders can be finished when they are delivered successfully.</i> - <i>The recipes of orders are random.</i> 	12/10
#5	<ul style="list-style-type: none"> - <i>Primitive objects and backgrounds are replaced by real 3D assets</i> 	17/10
#6	<ul style="list-style-type: none"> - <i>UI design implemented. The score and countdown can be seen in the screen.</i> - <i>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.</i> 	20/10
#7	<ul style="list-style-type: none"> - <i>Difficulty will increase if the player finished one round game and the score reaches the requirement.</i> - <i>Gameover mechanic programmed.</i> 	23/10
#8	<ul style="list-style-type: none"> - <i>Particle and sound effects implemented.</i> - <i>Animations when the player is chopping or serving the dishes implemented.</i> 	26/10
Backlog	<ul style="list-style-type: none"> - <i>Different layouts of the kitchen in different rounds.</i> - <i>More types of recipes appears in the orders.</i> 	30/10

Project Sketch

