

CTCH 312 - Video Game Group Project  
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Game title:

**“Chick’n Out”**

Description:

“Chick’n Out” is a horror simulator (storytelling) game based in the 90s, where the player must run a chicken restaurant while trying to navigate the truth about their own identity and the secret ingredient that makes their shop stand out. The video game will provide a thrilling simulation experience with an unexpected twist that players must investigate to advance through the story.

The main character experienced a difficult, lonely childhood, but persevered through their love of cooking. As an adult, they finally managed to fulfill their dream of opening their own chicken restaurant and started a new chapter. They took much pride in their recipe’s distinct, unique flavours and textures. The player must successfully complete orders by following the correct routines to prepare, cook, and serve the dishes in a timely manner to the customers.

As the main character works through the restaurant’s grand opening, they will discover clues and experience cutscenes that reveal missing memories and uncover the hidden truth. This new investigation causes disturbances in the orders and service, which leads to the player receiving poor feedback by unsatisfied customers. After realizing the restaurant’s chicken supply was out of stock, the player had to quickly gather the resources through their provider, which led to a chilling discovery of the true source of the meat. The player must piece together the clues and avoid suspicion to keep the shop up and running.

We hope to deliver an exciting, yet creepy storyline through an interactive cooking simulation, interesting character encounters, and fitting environment aesthetics.

Link to GitHub:

<https://github.com/tthutruong/Chick-nOut.git>

Project Timeline (at 23rd May):

- May 29th: Meeting may be possible around 7 pm
- May 30th: Weekly Meeting after 2 pm – Goal: The kitchen and character set modes. – [6 mins presentation](#)
- Jun 4th: Concept and Storyboard Presentations
- Jun 5th: Meeting may be possible around 7 pm
- Jun 6th: Weekly Meeting after 2 pm – Simulation design, Cutscene design, and sound searching. – [2 pages description](#)
- Jun 9th: Project Meeting 2

- Jun 12nd: Meeting may be possible around 7 pm
- Jun 13th: Weekly Meeting after 2 pm – Extension and final mechanics. – [15 mins slide and 8 mins game play](#)
- Jun 16th: Project Presentation
- Jun 18th: Project Report, Game Executable, Game Source File

#### Responsibilities/tasks:

##### Environment building

- Serving window
  - Tables, chairs, walls, lights, colours, windows, floor, etc.
- Kitchen
  - Receptionist window, fridge, cooking station, utensils, counters, lights, etc.

##### Character design/mechanics (player + customers)

- NPC designs
- Special customer designs
  - Bad reviewers, cop, food inspector

##### Cutscene design/animation

- Recipe book discovery
- Flashbacks/memories
  - Human body parts, blood, lighting, etc.

##### Soundtrack & sound effects

- Footsteps, background music, speech, cooking sound effects, scary sound effects, etc.

##### Simulation design

- Chicken cooking process (preparation, cooking, plating)

##### Script

- Dialogue/narration