Cooking game

A game design document by the illustrious

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For VGxUnity3D

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11. General Overview

**Target Demographic** – The overall game is aimed for all ages. No violence or mature themes whatsoever. Not even a bad word is to be found.

**Target ESRB Rating** – I would apply for an E for Everyone rating for Cartoon Mischief.

**Target Platforms** – Initial release will be for PC, specifically released on itch.io as a freebie title. Potential for a future release on consoles is a possibility.

**Logos** – (insert logo here)

1. High Level Overview

Cooking Game is an arcade cooking sim (very light on the sim) where the player is challenged to keep up with the fast-paced world of fast food preparation! The game is in a third person perspective, and the player will navigate through the virtual kitchen as one of the finest chefs our designers had to offer. The player navigates through the kitchen, preparing various ingredients and combining them into the correct orders before sending them off to the customer. Correct orders earn the player points, and a bonus is awarded for fast order times! The player must send out the required number of orders per level to advance to the next.

1. Game Mechanics/Elements

**Player Character** – The player runs around the kitchen, preparing ingredients such as burgers and lettuce. The must use the different stations to prepare the ingredients before assembly and customer exchange.

**The Kitchen** – The kitchen features various stations the player must use to complete orders and advance to the next level. Listed below are the various stations the player uses.

**3.1 Stove –** The stove is used to cook raw burger patties into cooked burger patties. No recipe will ever call for a raw burger patty. That would be wrong on, like, so many levels.

**3.2 Cutting board –** The cutting board is used to “chop” a whole lettuce or whole tomato and turn it into a sliced lettuce/tomato. A recipe will never call for whole vegetables, that would be silly. And we don’t do silly.

**3.3 Order board –** The order board is a large, looming presence forged by the gods. It’s primary function is unknown; Oddly enough, it conveniently displays in-coming orders to the player. Hence why the manager keeps it around.

**3.4 Take Out Window –** The Take-out window is where the player will drop off completed orders that appear on the order board. Incorrect orders will not earn any points, and no orders will be cleared from the order board’s display.

**Ingredients/Prep** – Listed below are the ingredients seen in-game:

1. Bun
2. Burger (raw)
3. Burger (cooked)
4. Lettuce (whole)
5. Lettuce (chopped)
6. Tomato (whole)
7. Tomato (chopped)
8. Cheese
9. Character

The player character is a nameless, genderless working-class crusader of greasy spoons and dine-in nightmares.

1. Levels

Cooking Game features various kitchen layouts that reflect popular diner aesthetics from the classic 1950’s checkerboard floors and jukeboxes to the modern McDon’tSueMePlease’s drab and darkly décor. The kitchen’s layouts are planned to be difficult to navigate to add an extra layer of challenge to the game.

1. UI

UI Design still in progress

1. How to Win/Lose

Each level, the player must prepare and earn points for a set number of orders. The number of orders increases as the game progresses. If the player cannot meet the levels order requirements in the time allotted, they stay in the same level and do not progress. If they achieve the required number of orders, the level ends and the player progresses to the next level.

1. Controls

|  |  |
| --- | --- |
| **Key** | **Effect** |
| Mouse 1 | General Interactions, Look Around |
| W | Forward |
| A | Backward |
| S | Left |
| D | Right |
| Escape | Open pause menu |

1. Menus

Menu design still in progress.

1. Misc.