Video Game Design MS

Norman, Oklahoma

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Chapter ID 2225

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Description:

Our game is a fast paced game, where a hibachi chef and his pet chicken have to satisfy the customers at a breakfast restaurant, ending with him facing off against the ghost of a cracked egg in the final showdown at the end of the game. There are a total of four backstories, including this one, all of which are shown in the game. This game is targeted towards younger kids who want a fun computer game to play in their free time. We would generate hype for this indie game on a platform such as Youtube or social media, and sell it on Steam or itch.io.

Explanation of Uniqueness:

Though reminiscent of Fruit Ninja, this game is more of a pattern game, where the player must cook the eggs using the correct utensils in the right order to fulfill orders successfully. The whimsey music and 8-bit style for this pattern memorization and adventure game are what makes it unique. The complex patterns of the eggs makes it intellectually challenging, and the style of the art, sounds, and music make the game fun to play.

Description of Gameplay / Tutorial:

The player starts with five lives each round (represented by eggs in the top right corner), and loses one each time he drops an unbroken egg on the ground. Each life the player has at the end of the round adds another 50 points to their score. After level 10, the player must pass a brief bossfight before getting their prize. In order to play, the player must follow the in game instructions, such as clicking to slash the spatula, and pressing A to switch utensils. After each level, the player navigates the research page with the SPACE key and the X and Z keys. The in game tutorial explains the pattern used to cook each type of egg. The sunny side up egg is cooked by breaking the egg with the spatula until it splits apart, and catching it in the cast iron pan. To cook a hard boiled egg, catch it in the pot, and break the egg that pops out straight up. To cook the elusive scrambled egg, first break an egg into a bowl. Next, catch the whisked egg that pops out in the cast-iron pan. Different classes and research paths make cooking different eggs easier for the player.

Bossfight Explained:

The bossfight has multiple phases. The first consists of the player attempting to attack the chicken mask floating in the air, and dodging lasers with their mouse. After the first phase, the boss will begin to summon oil fires and slash at the air. In the second phase of the bossfight, the player attempts to break through the mask by attacking the chicken. Once the mask is fully broken, an evil eye will be released. This is vaguely based off of the Eye of Cthulhu from *Terraria,* and has 2 phases. One of which it shoots lasers at the player, and in the second phase it tries to bite the mouse. After avoiding several chomps from the angry eye, it will release a flying chicken egg. Breaking this releases your trapped chicken friend.
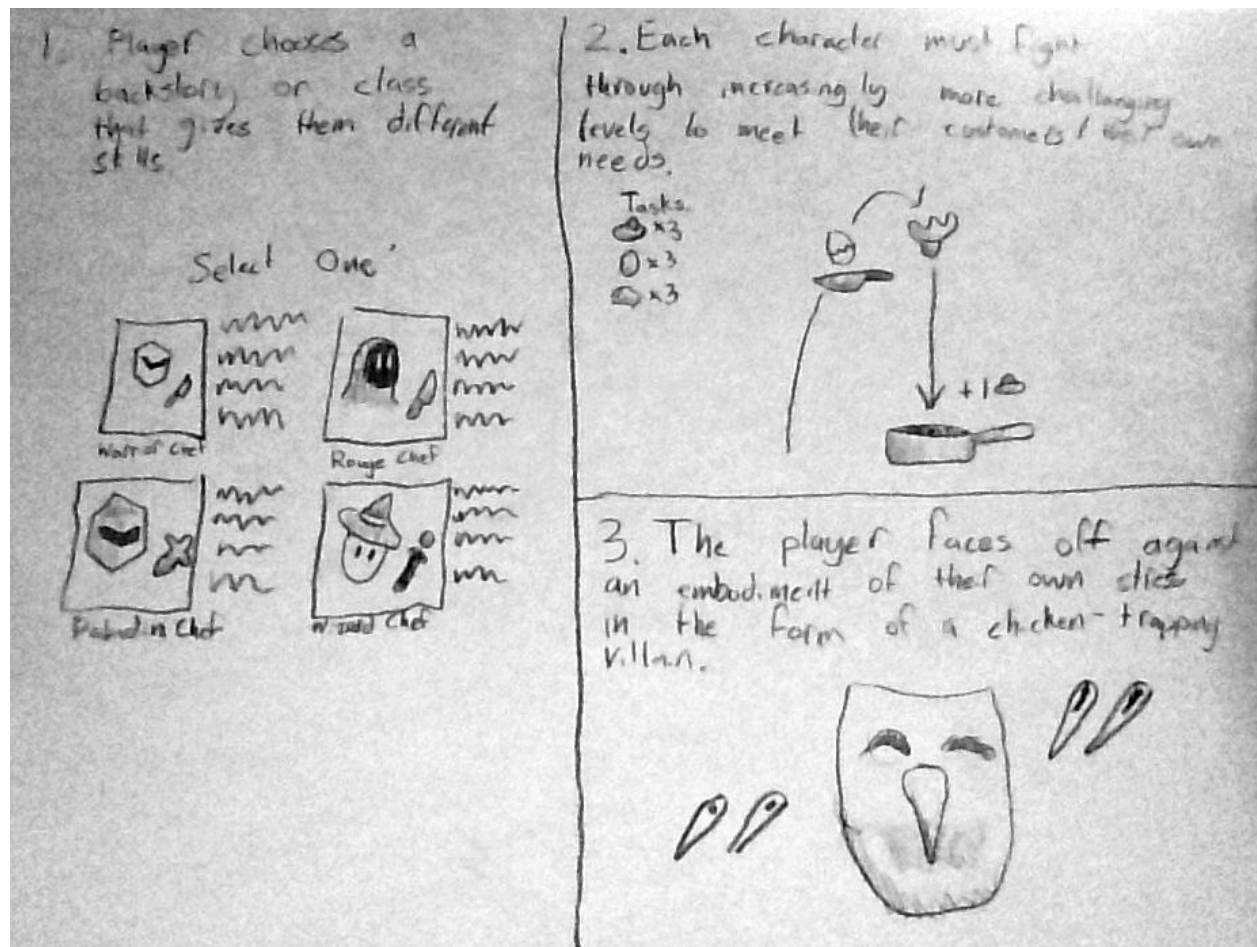
Goal For Players:

A player's goal is to attempt to beat the game, either going for the fastest playthrough, or the most points. Though difficult, playing the game with all of the point-based research upgrades will heavily increase the player's score.

Picking up the chicken and performing tricks with the egg also can increase the amount of points a player earns in a round.

Storyboard:

These are the three stages of in-game progression:

1. Player chooses a backstory or class that gives them different skills

Select One!

Waiter Chef

Rouge Chef

Paladin Chef

Wizard Chef

2. Each character must fight through increasingly more challenging levels to meet their customers / their own needs.

Tasks:
- ×3
- ×3
- ×3

+1

3. The player faces off against an embodiment of their own dread in the form of a chicken-trapping villain.

Credits:

Our solution integrates music.

The music is not copyright.

The music is all original to our team.

Our solution integrates graphics.

The graphics are not copyright.

They are all original to our team.

Our solution does not integrate another person's research.

All art original to our group.

Art made in PISKEL. Color palette is PICO8 from Lospec.

All coding by a member of our team.

Tutorial is in-game.

Sounds either generated in https://sfxr.me, are from opengameart.org, or from the Scratch Library.

Gameplay music is by a member of our team.

Boss music is by a member of our team.

All music is original by our development team and not copyrighted.

Work Log:

Weeks 1-4

For a majority of the first four weeks, we brainstormed ideas for a game and came up with a rough outline. We designed the tool your character uses to slice eggs, and created the art for the egg. By the end we had a rudimentary egg slicing game.

Weeks 5-8

For these four weeks, we spent our time adding features to make the game more playable, like a score system, taken from a game that was made a while back, and a simple health bar. We also created the art for classes.

Weeks 9-12

During these weeks, we added research classes to the game, and added a visual sprite for the spatula and the wand/cross. We also removed some bugs, and added a title screen, tutorial, levels, and a game over screen that loops the player back to the start.

2 Month Break

Though we were taking a break from designing the game to work on other projects, we still designed art for researching and a bossfight in Piskel. After adding the bossfight to our game in Scratch, we just playtested the game with friends.

Weeks 13-20

We finished the rudimentary research system, and added paths to unlock for different buffs to your tool. We also added the ending sequence to the bossfight, so winning is possible. One teammate designed music in Beepbox, while another teammate designed boss music in Flat. After adding that, we finished polishing the tutorial to make it more understandable.

That's All Folks!

Thank you for playing *The Chef!*