

COOKVENTURE

THE RISE OF THE MASTERCHEF

Game Design Document (version 1)

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Overview

Genre: Action, Adventure, 2D, Singleplayer

Target Audience: Everybody, all ages and skill levels

Experience: cute, comedy, action

Platform: Windows PC

Engine: Unity game engine 2022.3.49f1

Localization: English

High-level Details

Brief Story:

Play as a cook, who is bored of making the same recipe and go on an adventure of learning from other chefs, by defeating them in their own game... cooking to become a master chef.

Main Objective:

Defeat all master chefs and learn all the recipes

Gameplay Pillars:

- **Story** - The narrative centers around a cook who is tired of making the same recipe over and over again. Seeking new culinary inspiration, the protagonist embarks on an adventure to defeat master chefs from different regions.
- **Exploration** - Players are encouraged to explore a diverse world of culinary regions. Each area offers unique environments, ingredients, and cooking cultures to discover.
- **Unique minigames** - Cooking challenges come in the form of engaging and diverse minigames, each reflecting the unique style of the chef you're up against.

Early concept

1. KUCHAR - COZY ADVENTURE 2D GAME



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Story

Plot Summary

In this story you play as a small restaurant cook **Quinzy** who only knows how to make tomato soup. One day he decides, that he wants to update his menu but doesn't know any other recipes. He decides to learn from the best and sets on an adventure to collect signature recipes from other chefs in **Peppertown**. These chefs will do anything to prevent Quinzy from learning their trade secrets. Therefore they send their restaurant workers after him to stop him. After tackling obstacles set out by the other chefs and acquiring recipes, Quinzy must defeat the bosses by preparing their dishes.

Story Progression

Act 1: A Critic's Harsh Verdict

The player is introduced to **Quinzy**, who runs a small, humble restaurant with only tomato soup on the menu. At the start of the game, a feared food critic, **Mr. Grumble**, visits and orders the soup. After tasting it, he criticizes both the lack of variety and the unpleasant flavor. However, Mr. Grumble sees potential in Quinzy and gives him a deadline to learn new recipes - or face the restaurant's closure. Saddened but determined, Quinzy decides it's time to expand his culinary offerings. This sets him on a quest to gather recipes from Peppertown's most famous chefs.

Act 2: Gyros from Jeff Gregory Lynkos

Quinzy explores the first area. As he navigates through the map, the player searches for hidden signature recipe. Workers sent by the rival chef Jeff appear during his search, attempting to stop his efforts. The player must defeat these enemies in combat, dodging and throwing **tomatoes**.

After finding the recipe, **Jeff Gregory Lynkos** emerges. This formidable chef, the guardian of the **gyros**, is determined not to relinquish it without a fight. A unique minigame challenge ensues. In this first culinary test, the player must catch falling gyros ingredients on a pita bread.

Upon defeating Jeff Gregory Lynkos, Quinzy triumphantly acquires the recipe and new ability - **egg**.

Act 3: Sushi from Oney Geary

With the first recipe in hand, Quinzy moves to a second region. The challenges intensify as rival chefs send more skilled workers to sabotage Quinzy. After overcoming these obstacles, the player faces another Master Chef, **Oney Geary**, guardian of **sushi**. This encounter introduces a new minigame: catching the right kind of fish for sushi. Upon victory, Quinzy earns the second recipe, new ability (**chop sticks**) and advances to the third map.

Act 4: Hamburger from Baldwin McGrill

The player moves to the third map. The player explores and defeats workers sent by the third chef. The journey culminates in a showdown with **Baldwin McGrill**, master in **hamburgers**. This challenge features making levels of hamburgers to a defined height. Defeating this chef unlocks the final map and the player obtains a new recipe and **fries** ability.

Act 4: Caesar salad from Master Caesar

Quinzy finally makes it to the last map. This map is the most elaborate, filled with more enemies. Upon reaching the legendary chef **Master Caesar**, the player faces the most challenging minigame yet. This ultimate test challenges player to chop salad ingredients in rhythm with the music. After triumphing in the final showdown, Quinzy earns the last legendary **caesar salad** recipe. Master Caesar recognizes Quinzy's culinary mastery, and Quinzy is ready to head home.



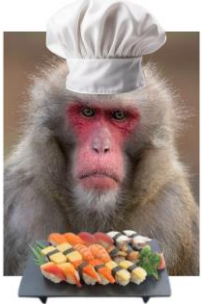
Act 5: The Resolution




Quinzy's restaurant has become the hottest spot in Peppertown. The game concludes with him proudly presenting the newly acquired dishes to a crowd of eager customers. All master chefs also come and everyone enjoys time together.

Path & Player Choices

- The game follows a structured path where player must defeat enemies in one map before moving to the next.
- Players can choose whether to progress through the main game or practice the acquired minigames.
- Each map and minigame increases in difficulty as the player progresses.

Characters

Image	Name	Role	Animal	Description
	Quinzy	Main Character	Rooster	A humble, small-town chef who only knows how to make tomato soup. Eager to learn more and become a master chef.
	Jeff Gregory Lynkos	Chef	Lynx	A skilled greek chef who specializes in making gyros.
	Oney Geary	Chef	Macaque	A stoic ex-fisherman. He has seen some stuff, but now expertly crafts sushi.

	Baldwin McGrill	Chef	Bald eagle	A charismatic chef known for his mouthwatering burgers.
	Master Ceasar	Chef	Wolf	The king of greens, Master Ceasar, creates legendary ceasar salad.
	Mr. Grumble	Friendly	Peacock	A gruff, middle-aged critic who shows up at the restaurant. He motivates Quinzy to discover new recipes.

Setting & Worldbuilding

Overview of the world

In **Peppertown**, cooking is everything. Rival chefs fiercely guard their culinary secrets, and cooking battles are intense, high-stakes showdowns rather than friendly competitions.

However, it wasn't always like this. Peppertown was once a place of culinary harmony, where chefs shared knowledge and swapped recipes. Over time, however, the spirit of collaboration was overshadowed by greed and pride. As recipes became treasures, friendly exchanges turned into bitter rivalries, and recipes were locked away.

Now, **Peppertown** is divided into regions ruled by master chefs, each fiercely protecting their corner of the culinary world. But the hope still lingers, that a chef brave enough will break the cycle of competition and greed.

The game has a **lighthearted but competitive** atmosphere. On the surface, the world is vibrant and quirky, filled with amazing food, and charming culinary settings. However, beneath the fun and colorful exterior lies an undercurrent of **tension and rivalry**. Ultimately, there is a **hopeful tone** to the story, as the protagonist's journey aims to restore the lost sense of community in Peppertown.

Gameplay

Core Gameplay

The player's ultimate goal is to collect recipes from each of the four Master Chefs.

The map consists of six main areas. The main area is Quinzy's restaurant, which also serves as the spawn point. When the player exits the restaurant, they find themselves in a central area from which they can access any unlocked area. Each map introduces a new environment, enemies, and cooking challenges. Every area also contains a save point, which sets the spawn location if the player dies.

During the whole journey through the map, the player can meet with rival chefs' workers. These workers try to block the player's progress by attacking him. Combat mechanics focus on dodging enemy attacks and using picked ability to beat them. Attacks only effect player and NPCs. Objects in interior stop attacks. After getting hit, the player receives invincibility, during which the player cannot be damaged any further. Default ability is throwing tomatoes, but when earning some recipe, the player also earns special ability which can be used later in combat. Only one ability can be used in time. The player loses all his health, they respawn at their restaurant or the last save point they activated.

At the end of the map, upon finding the recipe, the Master Chef guarding the recipe appears. Instead of traditional combat, these encounters are resolved through specialized cooking minigames:

- **Gyro Grab:** The player must catch falling gyros ingredients in a pita bread.
- **Sushi Catch:** The player must catch correct fishes for sushi.
- **Burger Stack Attack:** The player must build a hamburger to a specified height.
- **Rhythmic Chop:** The player must chop salad to the beat of the music.

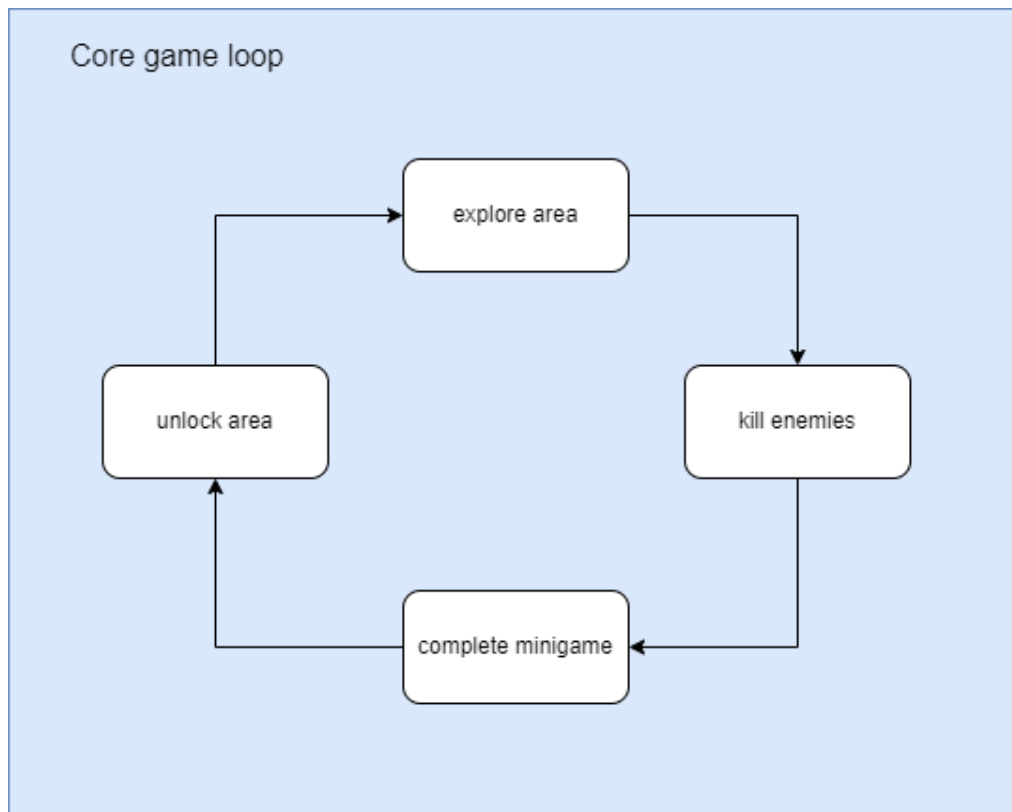
The player has one attempt at each minigame. If defeated, they must retry.

After successfully defeating each Master Chef, the player earns their recipe, new ability and unlocks a new area.

The player speaks to chefs and friendly character through dialogue box.

In a restaurant, the player can try playing acquired minigames again.

The core game loop is illustrated in the following image:



Game Mechanics

Game provides multiple mechanics.

Core Mechanics

- **Movement** - game provides a top down movement scheme, where player moves up, down, left and right.
- **Combat** - game provides combat mechanics of top down shooter where projectiles travel from player in the direction of the cursor.
- **Health** - during the area exploration player needs to manage their health bar. Losing all of the health means restarting from a checkpoint.

Meta Mechanics

- **Story** - game provides a story about chef who is on a journey to learn multiple recipes. This is shown by dialogue boxes with other characters.
- **Weapons/abilities** - game provides player with arsenal of abilities which are unlocked by progression of the story. Player is able to use only one ability at a time and is able to switch between them whenever.
- **Minigames** - multiple minigames are part of boss battles in the end of the areas.

Controls

The game is controlled using PC controls.

Group	Action	Default Key
Default	Show pause menu	ESC
Default	Interaction	F
Movement	Up/Left/Down/Right	WASD
Combat	Aiming	Cursor position
Combat	Shoot	Left click
Combat	Swap to previous ability, number is bound to ability in unlock order	1234
Combat	Swap to next ability	E
Dialogue	Skip/continue dialogue	Left click/Space
Minigame 1	Move pita bread to the left	A
Minigame 1	Move pita bread to the right	D
Minigame 2	Drop fishing hook	Left click/Space
Minigame 3	Release a layer of hamburger	Left click/Space
Minigame 4	Chop with the left knife (leftest chord)	A
Minigame 4	Chop with the right knife (rightest chord)	D
Minigame 4	Shake up (middle left)	W
Minigame 4	Shake down (middle right)	S

Camera

The camera is 2D with a top-down perspective that follows player character which is in the middle of the view. When camera hits end of the map, player can move out of the middle to the edge.

Objectives

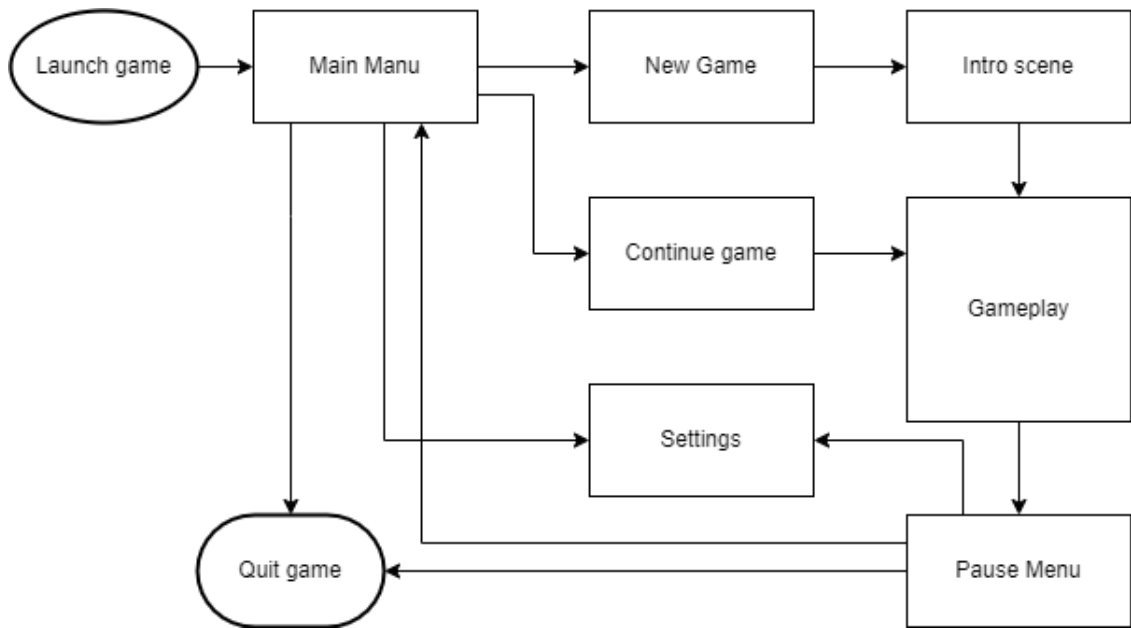
The short-term goal is to defeat enemy rival workers who try to block the player's progress. This is achieved by dodging attacks and using abilities to overcome them.

The mid-term goal is to find the recipe on the current map and defeat the Master Chef in their minigame.

The long-term goal is to collect all recipes and complete the game.

User Interface

ScreenFlow



Game world



Character

The player controls a specific character without customization options.

Name	Behavior	Stats
Quinzy	Player-controlled character. Responds to player input. After getting hit the player receives invincibility, during which player cannot be damaged any further.	Health: 5 hearts (10 health) Speed: 100% Size: 1 Invincibility: 2s

Pick ups

Name	Behavior	Stats
Instant Noodles	Restores one full heart to the player's health. Drops from defeated enemies. Healing is instant	Health restored: 1 heart Size: 1 Drop rate: 0.4

Enemies

In smaller rooms enemies start to attack player immediately after they see the player character.

Name	Behavior	Stats
Runner	Runs after the player. When the enemy touches the player, player receives damage.	Health: 100 Speed: 100% Damage: 0.5 heart Size: 0.75
Shooter	Shoots at player. Tries to keep a distance away from the player.	Health: 100 Speed: 100% Size: 1 Projectile: { Damage: 0.5 Distance: 50 Speed: 50 SD: 1 per unit Size: 1 No: 1 Spread: 10° Cooldown: 0.5 sec after shooting }
Splitter	Two possums hidden under a trench coat. Their lives are in two phases: - Phase one - shoots at player.	Phase 1: { Health: 150 Speed: 50%



	<p>- Phase two - start after killing the first phase, possums split and run after player with much speed.</p>	<p>Size: 1.5 Projectile: { Damage: 0.5 Distance: 50 Speed: 50 SD: 1 per unit Size: 1 No: 1 Spread: 10° Cooldown: 0.5 sec after shooting } Phase 2: { Health: 50 Speed: 20 Size: 0.5 }</p>
Dasher	<p>Moves slowly after player, but has the ability to quickly dash in a straight line. Before dashing movement is slowed significantly. Has more health than normal enemy to balance his movement speed.</p>	<p>Health: 500 Speed: 50% Size: 2 Damage: { Regular: 0.5 heart Jump: 1 heart }</p>

Abilities

Player during his gameplay acquires multiple abilities, which all consist of shooting projectiles from him in direction of mouse click. These abilities have statistics that refer to their effectiveness:

- **Damage** - damage done on projectile impact.
- **Distance** - Distance from the player.
- **Speed** - speed of a projectile
- **Size** - size of a projectile
- **SD** - cumulative speed deduction after traveling distance
- **No** - number of projectiles
- **Spread** - variation of projectile
- **Cooldown** - when is player able to shoot again
- **Stun** - for how long enemy stops moving after getting hit

After swapping an ability a cooldown is triggered after which player can start shooting.

Sprite	Ability	Description	Acquisition	Stats
	Tomato	Player shoots one projectile from their position towards mouse position during click event, with small spread.	From the start	Damage: 30 Distance: 50 Speed: 50 SD: 1 per unit Size: 0.4 No: 1 Spread: 10° Cooldown: 0.5 sec after shooting Stun: 0.3 seconds
	Eggs	Player shoots projectile that explodes on impact/reaching maximal distance. Deals damage on impact as well as on the area. Deals damage to the player.	Complete minigame 1	Damage: 40 Distance: 30 Speed: 30 SD: 6 per unit Size: 0.6 No: 1 Spread: 0° Cooldown: 1 sec after shooting Area-radius: 1.5 units Area-damage: 20 Stun: 2 seconds
	Chop sticks	Player shoots chopstick to a great distance with little to no spread, dealing great damage.	Complete minigame 2	Damage: 100 Distance: 100 Speed: 80 SD: 0 per unit Size: 0.1 No: 1 Spread: 1° Cooldown: 2 sec after shooting Stun: 1 second
	Fries	Player shoots multiple projectiles with bigger random spread, with smaller distance.	Complete minigame 3	Damage: 5 Distance: 25 Speed: 35-55 SD: 3 per unit Size: 0.1 No: 10 Spread: 45° Cooldown: 0.5 sec after shooting Stun: 0.1 seconds

Levels

Levels are split into the exterior of the restaurant and the interior. The interior is then split into at least 3 rooms, where the player must fight enemies in order to get to the last room where a bossfight minigame is triggered. A camera follows the player and the player's view is generally a bit smaller than the room they are currently in.

There are 4 levels, all split in this way (8 maps, 4 exteriors, 4 interiors). Not including the hub world. The hub world has a bigger exterior than the rest of the restaurants and is used for progression through the various parts of the game.

Level name	Enemies in the level	Description
Restaurant	None	Starts at restaurant, leaves to hub world connecting other levels.
Gyros from Jeff Gregory Lynkos	Runner	Exterior → Interior → Boss Minigame → unlock screen → Transport to the hub world
Sushi from Oney Geary	Runner, Shooter	Exterior → Interior → Boss Minigame → unlock screen → Transport to the hub world
Hamburger from Baldwin McGrill	Shooter, Splitter	Exterior → Interior → Boss Minigame → unlock screen → Transport to the hub world
Master Ceasar's restaurant	Runner, Shooter, Splitter, Dasher	Exterior → Interior → Boss Minigame → unlock screen → Transport to the hub world

Minigames

Name	Description	Time	Lives	Assets	Gain
Gyro Grab	The player must catch falling gyros ingredients on a pita bread by sliding it across the screen with set speed. Missing an ingredient or catching the wrong one costs a life. The player has three lives. Falling ingredients have set speed. The game ends after 1 minute if the player still has lives remaining.	1 minute	3	Right ingredients: Gyros Pita bread Tomato Salad Onion Wrong ingredients: poison	Minigame 1 Egg ability Unlocked area 2
Sushi Catch	The player must catch the correct fish for sushi. A fishing bait swings at the top of the screen. When clicked, it moves in the given direction. If	-	3	Correct fishes Wrong	Minigame 2 Chop sticks Unlocked area 3

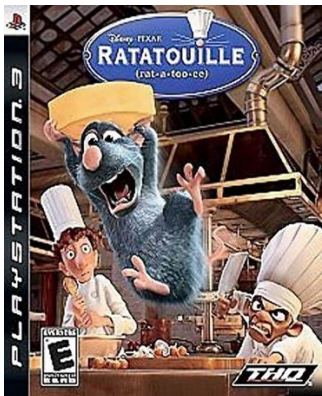
	it catches a fish, it pulls it back. If the fish is the right kind, it counts. If not, the player loses a life. The player has 3 lives. The game finishes when the player catches all the correct fish while still having lives remaining. Fish are static and have no movement			fishes Hook	
Burger Stack Attack	The player must build a hamburger to a specified height. Burger layers move across the top of the screen one by one. The player presses a button to drop each layer. If a layer falls off-center or the entire burger falls, the player loses. The game ends successfully when the hamburger reaches the defined height without falling.	-	1	Bottom bread Cheese Meat Salad Tomato Top bread	Minigame 3 Fries ability Unlocked area 4
Rhythmic Chop	The player chops salad to the rhythm of the music. The song features four distinct chords. When the player hits the correct chord, they chop/mix ingredients. Players start with 3 lives. Missing a beat or pressing the wrong chord costs a life. The game concludes when the song ends, and if the player still has lives remaining. Chords are symbolized by arrows symbolizing movement direction. These arrow are moving with some speed down to the press area. When arrow is inside the area and player presses designated button for the area it counts.	2 minutes	3	Salad ingredients Chords	Minigame 4

Assets

Visual References / Inspiration



Character Inspiration



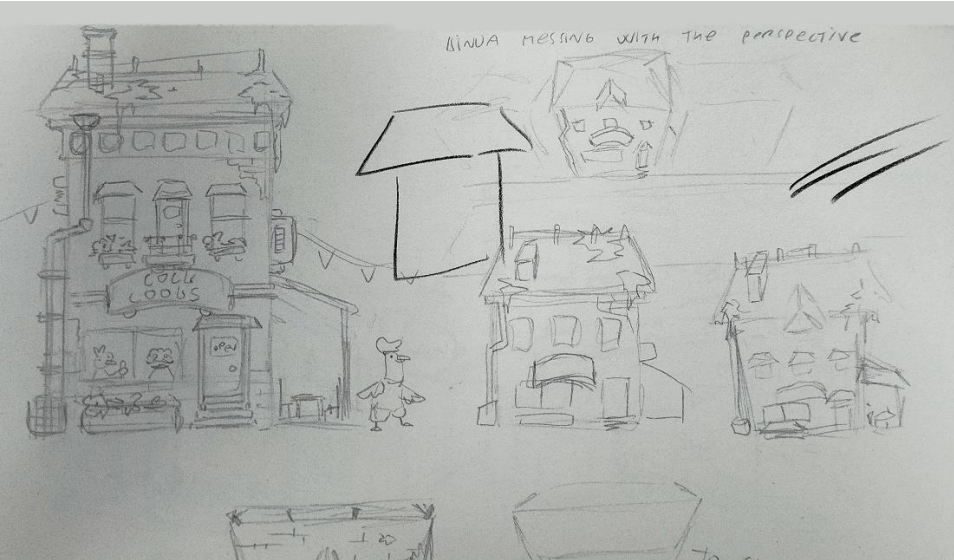
Palette / Moodboard

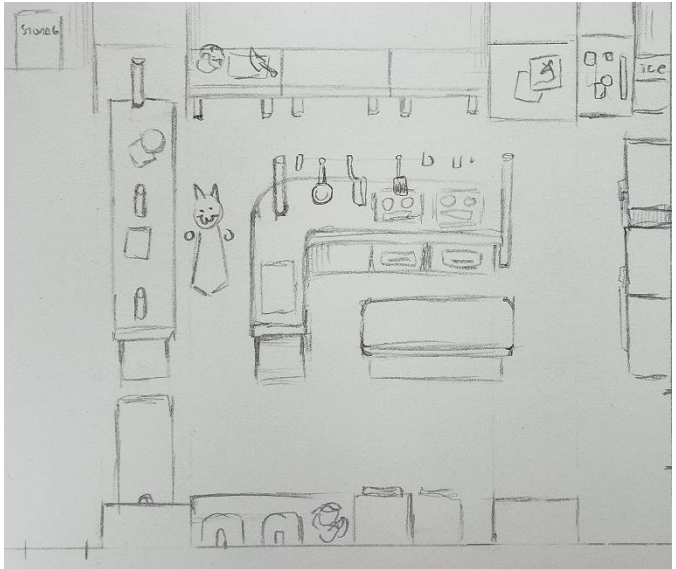
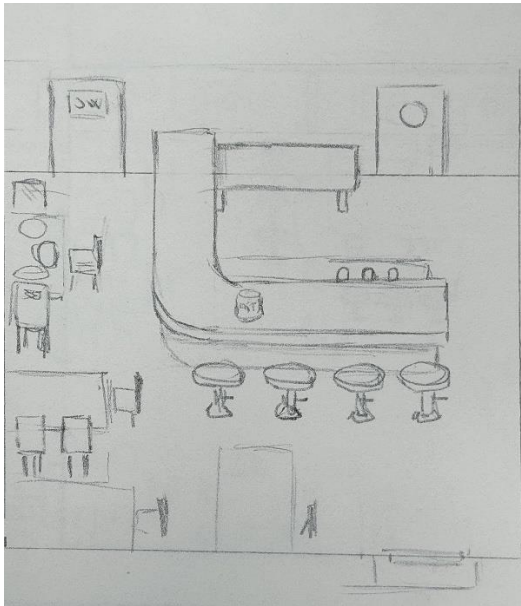
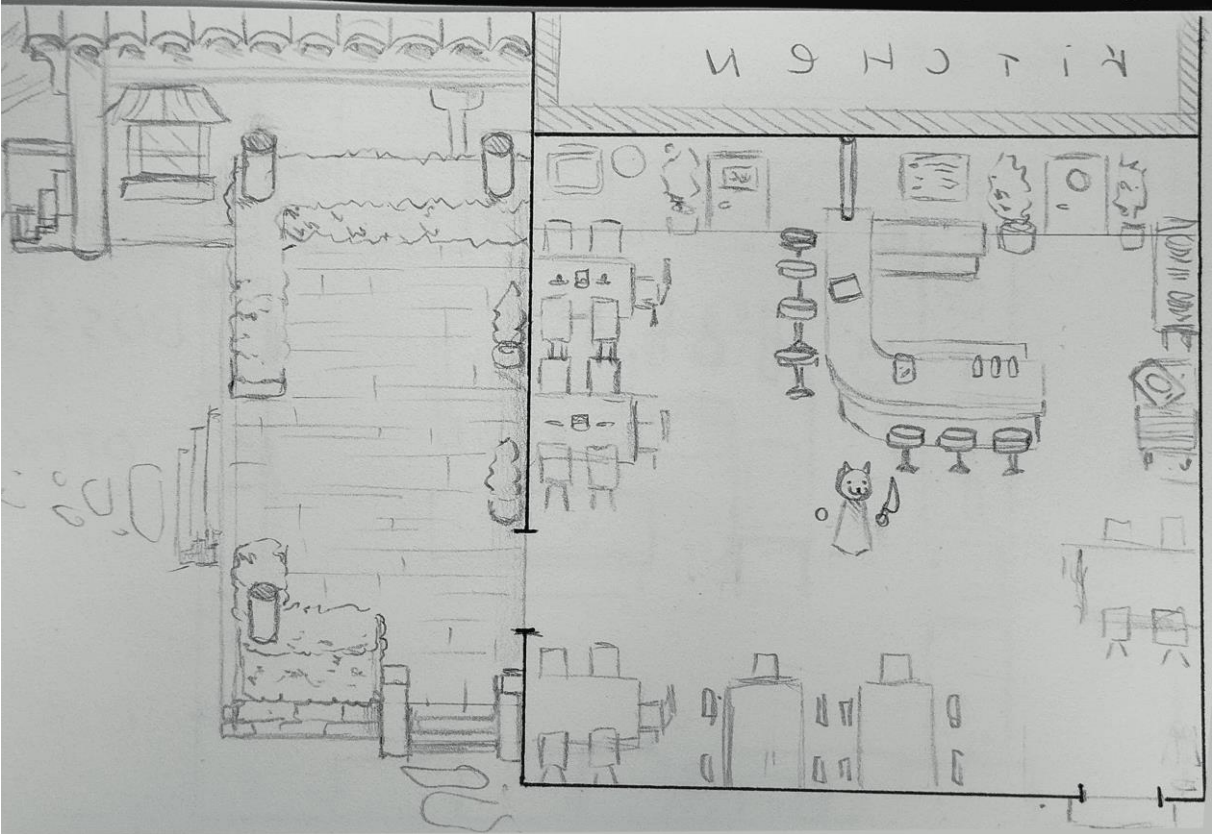
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Concept Art

Restaurant

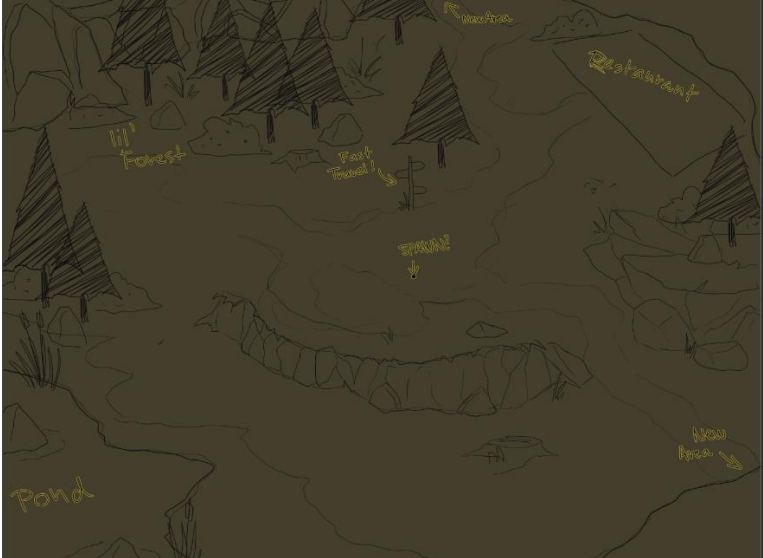




Character



Hub world



Exterior objects

