Patties! Around the World VR
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OVERVIEW:

Patties! Around the World is a virtual reality cooking simulation game that will put players in charge of running a famous beef patty food truck. The food truck has received a promotion that now has allowed the company to travel across the world to serve beef patties to a diverse load of customers. The mission of this game is for players to have a fun, fast-paced, and pressuring experience from multitasking and polished gameplay. Players will be taking orders from various customers, then cooking a beef patty to the temperature of the customer's pleasure then serving them as quickly as possible. The target audience will be focused on those who enjoy virtual reality and cooking games, any newcomers to this game should be able to pick up the gameplay quickly. Beef Patties like in real life are for everyone.

BACKGROUND:

Counter Fight VR is a cooking simulation where players have to serve ramen daily. The game moves at a fast pace and you get customers coming in and out every several minutes to seconds. Counter Fight VR shares a lot of the simplistic interactions and elements that I want this game to replicate. Interactions are all simple and very snappy as well. Players can pick up plates, food, and even boiled ramen. Everything will always snap to the plate allowing a quick-cooking process to deliver the customer. The customers have a unique

system where they will spawn in and snap to their seats. Their patience timer along with their speech bubble will activate at the same time. The customer feedback response is quite simple, an emoji with small mad or happy animations along with a randomized tip. Things I didn't like in this game is that the hands were limited to what can be grabbed and the tutorial wasn't even effective. I want my game to have these interactions with much more simplistic cooking mechanics, enough to be able to have a proper tutorial to explain to players along with the abilities to use both hands at free will.

Dead Hungry is also another cooking game but a very fun and faster pace. The game is quite simple, cook burgers and serve

them to zombies throughout various parks. The game really helps inspire my idea for how I want to level out my game. *Dead Hungry* is a level-based structure where every level consists of upgrades to the food truck with a new variety of tools and foods to serve. The cooking mechanics feature a meter where the temperature is displayed. My game will feature multitasking and a variety of ways to cook a beef patty since in real life there are ways to cook a beef patty.

Papa's Flash Games were the best flash games before adobe flash discontinued earlier this year. The game has one endless mode where players will have to cook for a certain variety of customers each day. Players must take orders (or recipes) and cook them as accurately to the customer's liking. These games offered a variety of ways customers requested their orders. Depending on which game you play you have customers that order bizarre things such as pizza with three or more toppings, ice cream with cookies, and pancakes with a lot of toppings as well. Each order was different 80% of the time, and along with *Dead Hungry*, you can use the tips to upgrade the shop with cook timers and other sorts of stuff. Despite my game being focused on one food, I have the ability to cook a beef patty differently (ex. Stove, oven, and microwave), or adding on sides (Coco bread, french fries, jerk chicken sauce, etc.) would be a great addition to the game.

GAMEPLAY:

VR PLUGIN TO USE: The setup will be mostly stationary. No locomotion or teleportation. A general play area is required. I will be using UnityXR and XR Interaction Toolkit for setup.

Players: The player will be able to look around the food truck and be able to walk around to a small area to navigate. They will be able to interact with everything necessary to cook and serve food.

Level Based/Selector and Progression: The beef patty food truck always remains closed in the main menu. Players will be able to select a level from a truck that will display the location of where they will be cooking. Based on the location, there could be elements that affect the cooking process (ex. High population = a high number of customers, Winter weather = Slower cooking time from the stove, Hot weather = faster cooking times). Players will have a complete level by earning a certain amount of money required

to move to the next one. The level ends when the truck handle closes. There will be a total of three levels with popular locations.

Customers: Customers come in the form of a line. Players will only have to have one or two customers at a time. Customers will spawn and walk up to the truck, once they are there a timer along with a speech bubble will show the number of patties they want (maximum 2) and how they want it cooked (stove or oven). Once players are done cooking the patty they will serve it by placing it in front of them. Customers will rate and pay the player based on two things: the accuracy of how well the patty was cooked and how quickly it was made. If the timer expires, customers will leave with an angry speech bubble emoji and give the player a bad star.

Cooking a Beef Patty: Beef Patties will be available to cook from a freezer. Players can grab a frozen beef patty and slap it either on a stove or oven, depending on how the customer wants it cooked. The beef patty will trigger a cook time bar that will fill up which will declare the patty to be finished. Both the stove and oven will cook the beef patty fully at different times. If players are cooking a patty on the stove, if you flip a patty, you will earn more tip bonuses from the customer. Patties cook quickly, so they can burn easily. Dropping a patty will result in contamination which the customers will not accept. Patties can be tossed out and remade at any time during the level.

Consequences: If players touch the stove or oven at a high temperature, they will essentially burn their hand making it impossible to use that certain hand for an amount of time before cooling off.

Other Gameplay Elements/Ideas:
- **Stove:** Players will be able to cook a beef patty on the stove, players can flip the patty over the flip and earn more tips from customers if successful. Stoves cook patties at a fast rate.
- **Oven:** They cook beef patties much slower and are guaranteed to earn more money and tip from the customer when served well.
- **Haptics Support:** In virtual reality, haptics are important for player feedback.

Artistic Style:

General Idea: I want the game to have fun and cartoon style. I don't want to take it too seriously. A mix of 2D Sprites and 3D Voxel Models will be used. I will use both Aseprite and MagicaVoxel to help me produce the art for the game.

Sound:
Sound effects should be based on cooking sounds like something that immediately hits the stove with the popping noises, background music in the food truck can help with the immersion as well. Customers being happy and sad will also have a response.

MVP Plan:
With a lot of art and programming tasks, the plan for the MVP is three things:
- Solid interactions and collisions
- Cooking a beef patty with a stove or oven
- Serving a "placeholder" customer with a speech bubble review

Challenge:
As a solo developer, the anticipated challenge will be spawning customers with possible orders, and cooking the patties with timer bars attached. Even though the main mechanic is getting the patties and serving them. There is room for ideas to be tested and areas where they could be expanded to prevent repetitive gameplay. But overall I think that just getting the multitasking gameplay polished is the state I want the game to be in. I plan to clutch this game only after it is due. I will lower the scope to achieve this goal if needed.

Publishing Platform:
This game will be developed for PCVR and Quest with plans of release on Itch.io and Side Quest.