

Overcooked Card Cookoff

Monday, November 29, 2021 2:05 PM

Documentation

What is Overcooked?

Overcooked, a video game developed by Team17 in August 2016, the objective of this game fulfilling tickets as fast as you can, the more tickets filled before the timer runs out, the more money made which add to your score at the end. The experience is recommended with other players, adding to the complexity. The player has multiple tools to interact with, the most basic is the dishwasher, garbage, stove, serving table, and cutting board.

Below is the level I used as inspiration for my board game.

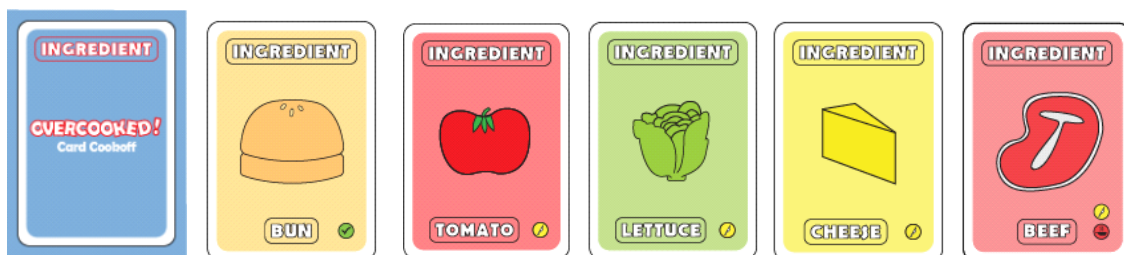
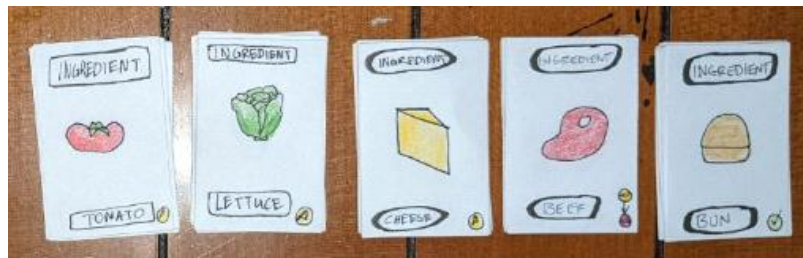


Conversion to Analog:

There were some necessary simplifications of the gameplay loop when going from digital to analog. For starters, in the base game the player controls a 3d avatar on a board set and that was something that I think would not work very well with the board game I envisioned. The second change I made was remove the idea of a clock or timer, as a timer. I find that timers would be too much to manage within the game, as 1 game can take up to 40 minutes. The last drastic change I made was removing the collaboration, I think that competition keeps players engaged more than collaborative board games tend to, at least in my experience, also it would be easier to implement, though having a mode where there are teams is in my to-do list.

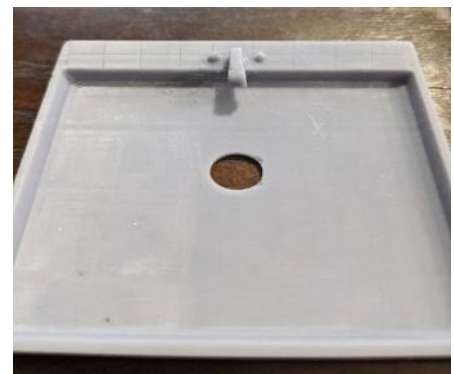
From paper to product:

Below is a showcase of how I took my paper prototype to the next level.





I originally had a board for placing the cards to process, such as a cutting board, sink, stove, and serving table as shown on the left. I was planning on 3D printing a board that had separate squares to place objects, however, my 3D printer broke and I was without it for 3 days waiting on parts that would come in early Monday, 11/29. On the right, I have the unpainted sink that I was going to use, but I simply wouldn't have enough time to print and paint the other 3.



Last big change was switching the stacks of prepped cards to stacks of small pieces of food with magnets inside of them. Like the game board, I was intending to 3D print the miniature burgers, but because of my issue, I had to resort to using polymer clay. This change was welcome though, as they became more cute and imperfect, the clay texture also reminded me of my poster in project 1 where I digitally recreated a clay texture for my poster's background.

Gallery:



Rules (Menu):

Front and Back Pages



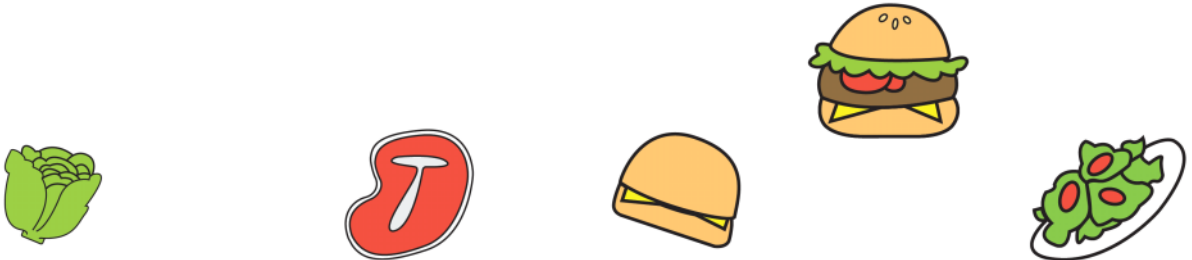
OVERCOOKED! Card Cookoff



This game was made in part by Skyler Haataja the lead designer and their assistant Megan Tolbert, the Laborer and consultant.

Original game concept inspired by Overcooked! a cooking simulator game developed by Ghost Town Games, published under Team17.

MENU



OVERCOOKED!

Card Cookoff

Standard Cookoff Rules

Each player takes their turn separately, with 5 actions allowed per turn.

At the start of a turn the player will flip over a ticket and add it to their line of tickets. If the line of tickets is 5 at the start of their turn, draw a ticket card and add it to the back of the line, removing the ticket at the front of the line to remain within the maximum of 5 tickets per person.

The game is finished when there are no more tickets in the draw pile, following the draw pile running out, there are two turns left, after two turns, the game is over and the one with the most stars wins.

Starting the game

To setup the board You will empty out the contents from the card box and the pouch onto the table.

Separate the ingredient cards and ticket cards into their own piles.
Lastly, organize the models from the pouch onto the table for easy access.

To start off the game, each player will be dealt 8 ingredient cards and 2 plates.
The person to go first is decided by who made food last.

Completing a ticket

When all the ingredients of a ticket are placed on a plate and on the serving table, the dish is done and is sent out to the customer. This can be signified by moving the ticket and the dish to your side with the rest of your completed tickets.

Completing a is like a timed action, but doesn't use an action point, the dish will not be counted as completed until your next turn starts.

In standard cookoff, this allows your opponent to sabotage your food with an action card, once the following turn starts the player will "bus the tables" by swapping the clean dish for a dirty dish and put away the food from the plate back into the middle.

Attacks and Chaos

Attacks and Chaos cards are items found randomly in the ingredients pile.

Attacks are items that you can pocket in your hand and use while your opponents dish is sent out to the customer but not yet fully completed. The Attacks such as hair and cold breeze will effect the star reward for a ticket.

Chaos cards are cards that must be played immediately when drawn, there is no way to avoid them. Sometimes they may help you, other times the punishment is devastating, don't worry though they are few chaos cards.

Actions

Actions are the moves you can make on your turn.

Drawing a Card

Drawing an ingredient card counts as an action, there is no limit on how many ingredients a player may possess.

Placing on the plate

Placing a prepared ingredient on a plate counts as an action. An example would be :
Placing the plate on the serving table -> placing a bun on the plate -> placing cheese on the plate
This takes 3 actions and would satisfy the grilled cheese ticket.

*Note: If an ingredient card has a checkmark, you may exchange the card for it's physical piece and place it on the plate as one singular action.

Timed Actions

Timed actions take one action that finish at the start of your next turn.

Washing a dish

Upon completion of a dish, you must remove the food from the card, replace the clean plate with a dirty plate, and add it to your area. A dirty plate cannot be used to complete tickets, thats **unsanitary**, instead you must use a timed action that uses 1 action and can't be exchanged for a clean plate until your next turn.

Cutting Board

Placing a card on the cutting board is a timed action that takes 1 action and won't be finished until your next turn.

On the start of your following turn, you may exchange the card for its corresponding piece.

Cards that require the cutting board are signified by a yellow knife icon on the card.

Stove

You may receive cards such as Beef that require two steps to process into their final ingredient.

They are signified by having both the knife and the pan icon on the ingredient card.

The first step would require the cutting board timed action, turning the beef into a raw patty.

Then you would use the stove, which is a timed action requiring 1 action and waiting till the start of your next turn before it is done.

Solo Cookoff Rules

In this mode your goal is to get more than 15 stars without losing 3 tickets.

Like standard rules, you only are allowed a max of 5 tickets, and are limited to 6 actions per turn.

The game ends by losing 3 tickets, or by completing the draw pile of tickets.

Instead of 2 plates per person, in solo cookoff the player gets 4.

Feel free to play this mode as an arcade mode, where you try to get the most points without losing 3 tickets.

Video

[Overcooked Card Cookoff Demo Video - Skyler Haataja](#)

