

CS4530 Final Project: Undercooked

Group 111: Chia Hao Hsu Tai, Stephen Yu, Sevinch Noori, Louis Chou

PROJECT OVERVIEW & FEATURES

Currently in Covey.Town, users face limitations in the range of available options for interaction. Hence, the team created a new game that is a simplified version of Overcooked, a chaotic couch co-op cooking game. The introduction of Undercooked, thoughtfully renamed by the team, offers players a more expansive and interactive gaming experience with friends. Players who join a game of Undercooked will be placed on a team, and the game will begin after each member presses ready. Once the game starts, a recipe containing numerous ingredients will be displayed, and players must obtain the indicated ingredients from the corresponding stations. Once all ingredients are obtained, a new recipe will be generated, and players must obtain the ingredients in this new recipe. The game is over when the time limit is reached. The goal is to complete as many recipes as possible before time runs out.

FUTURE WORK

There are numerous features in the original Overcooked game that were not implemented. In the future, the team would like to add as many of these features as possible, eventually deploying a near-replica of Overcooked. These additional features include adding a “cooking” element for raw ingredients, assembling recipes on plates and delivering them to a delivery station, washing dirty plates, generating recipes with varying degrees of difficulty, rewarding players based on speed of assembly, and much more.

TECH STACK & DESIGN

Undercooked was built using the existing implementation of Covey.Town as a blueprint. We essentially created a separate town to play Undercooked within the overall Covey.Town. The new feature is accessed via a new Undercooked interactable area, which opens a modal housing the new Undercooked town. In the frontend, we created several React components that compose the UI and an UndercookedTownController to communicate with the backend. In the town service, we created an UndercookedArea that has access to the model of an Undercooked town, allowing us to fetch and mutate the game state based on user interactions. The communication between the client and server is very similar to how commands are handled in other games such as Connect Four. Therefore, we re-used many existing socket events and classes. However, for player movement within an Undercooked town, we created new socket events to distinguish between player movement in Undercooked town vs. in Covey.Town.

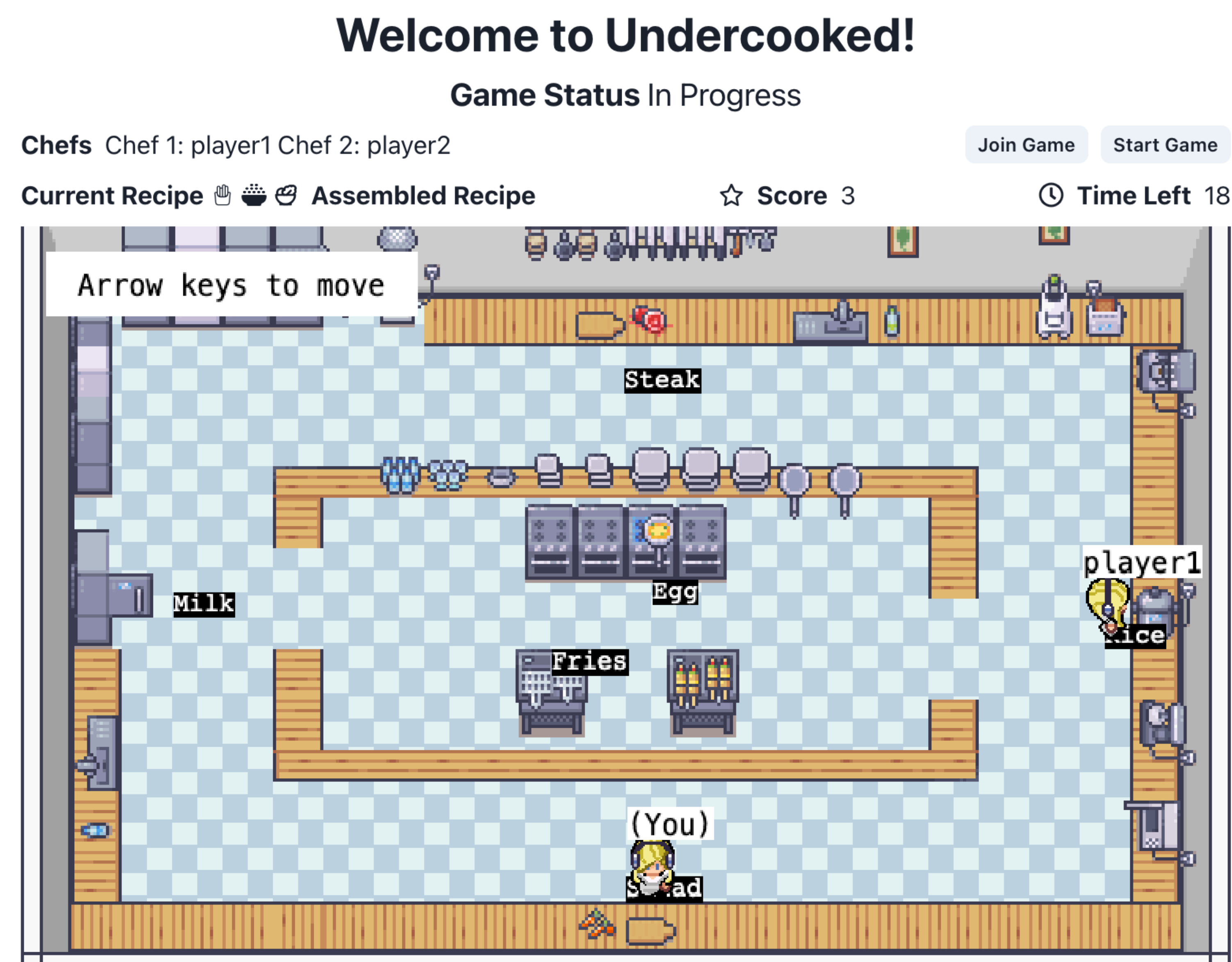
DEMO & SOURCE

Source Code:

<https://github.com/neu-cs4530/spring24-project-team-111>

Demo Website:

<https://spring24-project-team-111.onrender.com>



Chat

player1 4:07 pm

let's play undercooked!!! 🍳👨🍳

player2 (You) 4:08 pm

GET THE RICE!!!

Write a message...

