



CS4350 Final Project: Pizza Maker Game



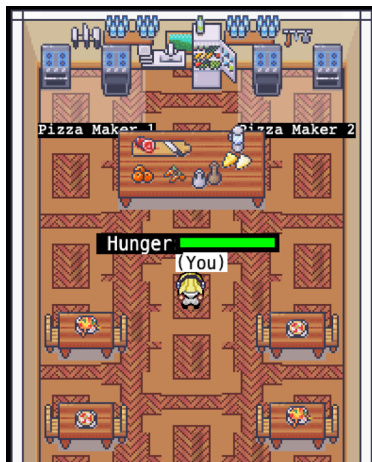
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Our Feature: Pizza Making Game

In Covey.Town, the current selection of games and entertainment options is predominantly strategy-based, resulting in a platform that leans more towards productivity than leisure. To address this, we proposed the introduction of a restaurant-style pizza-making game. This game will allow users to create pizzas through a series of engaging steps, including topping selection and baking. Successful completion rewards users with a pizza item in their inventory, which they can consume or trade with others, enhancing the social and interactive dimensions of Covey.Town.

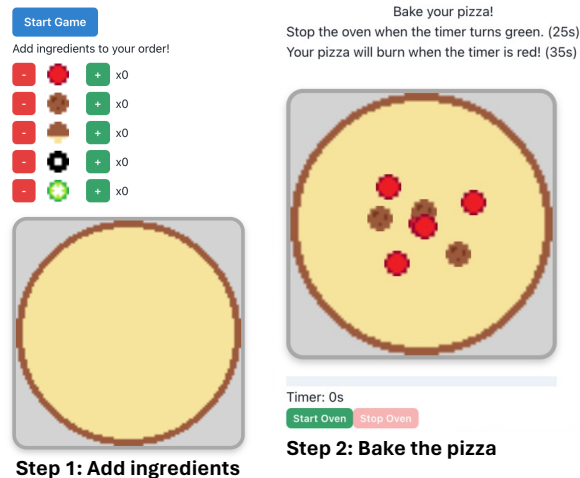
This feature aims to diversify the gaming experience within Covey.Town, providing a simple yet enjoyable escape from productivity tasks, and fostering community interaction through the trading and sharing of in-game items.

Demo and Source



The pizza area map and the player's hunger bar

Our demo site is available on [Render](#), and our source code is available on [GitHub](#).



Tech Stack and Design

We implemented the pizza maker game with the existing Covey Town codebase and followed a similar design pattern to other implemented interactables. First, we created a new interactable for our game so that players could make their own pizza. The UI for this game utilized many chakra elements to make the gameplay smooth and easy to understand, as well as custom .png images to visually represent the pizza that was being made.

The hunger bar functions in a similar manner to the player's label, following them around as they moved around Covey.Town, so we utilized Phaser to make this function properly.

The inventory system is present in both the front-end and back-end. When a player joins, they have an inventory consisting of a limited-size list of items. These items can be sent between players by means of a donation system that allows players to send items back and forth, using the back-end to verify transfers controlled by a front-end UI.

Future Work

Currently, our pizza game includes two steps: putting on toppings and baking the pizza. In the future, one of the main features we would want to implement is adding more steps to this process. For example, shaping the dough or cutting the pizza into slices. This would add more interactivity into the game and provide a more satisfying reward once the pizza is finished.

We also currently have an inventory system where users can donate pizzas to each other. In the future, we could expand that feature to include more complex options such as trading. Additionally, we would enhance the scoring system and add more ingredients so users can make a larger variety of pizzas. This would promote the creation of more diverse pizzas and boost user-to-user interaction.