

TRY COMPLETING YOUR ORDER?

KEKW



Chaos to Go

by Zwiebel auf dem Kopf

Dorota

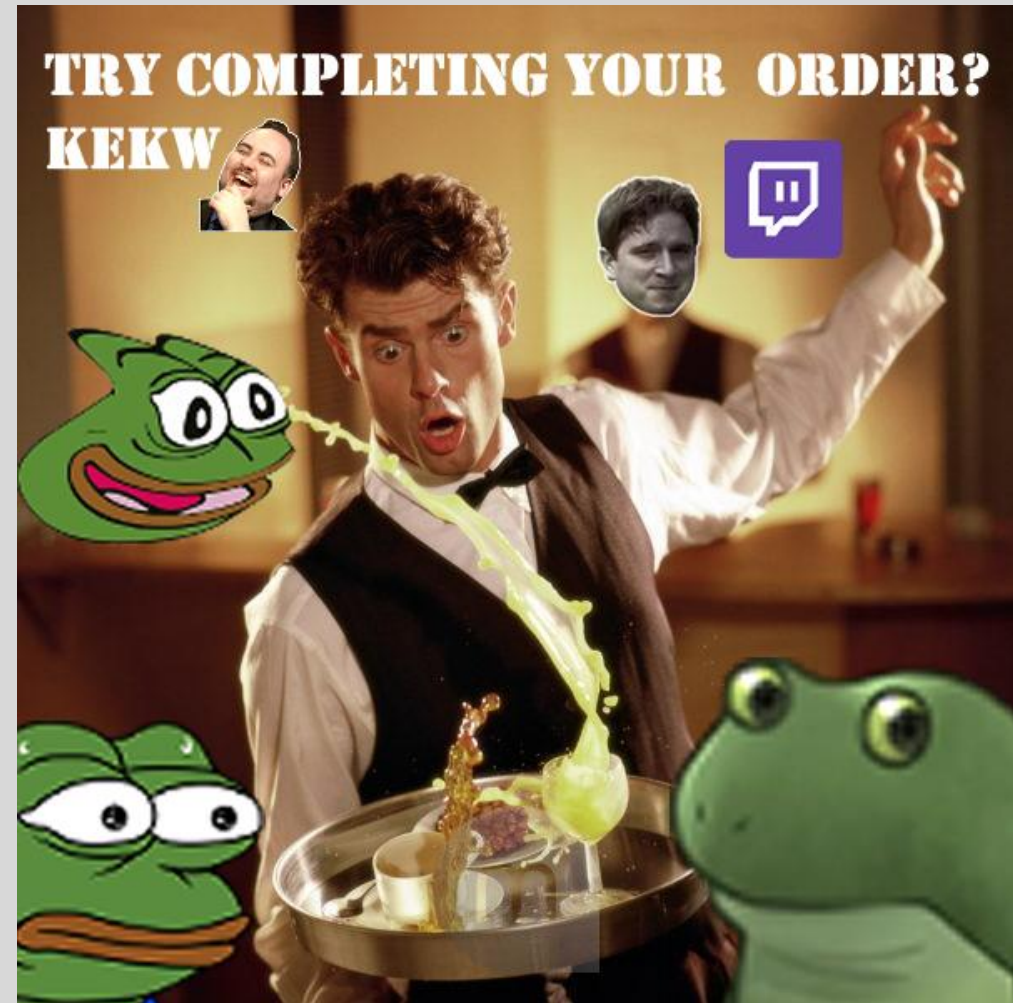
Georg

Raoul

James

Big Idea Bullseye

- Core Idea:
Completing food *orders* by **ordering** conveyer belts
- Technical Innovation:
Integrating Twitch chat chaos via poll system



Game Idea

*Prepare cooking ingredients to serve up the desired orders.
But it is easier said than done, because Twitch-Chat might have something else in mind!*

- Puzzle-action cooking game with Twitch-chat integration
- Player Perspective:
 1. Ingredients are placed on **conveyer belt** tiles that the player can **control**
 2. **Arrange** the tiles such that the ingredients gather at the desired pot to complete the order
- Twitch Viewer Perspective:
 1. **Sabotage** or **assist** the player by voting where the ingredients spawn and what tiles the player can have in his repertoire
 2. Voting system takes place in the Twitch chat

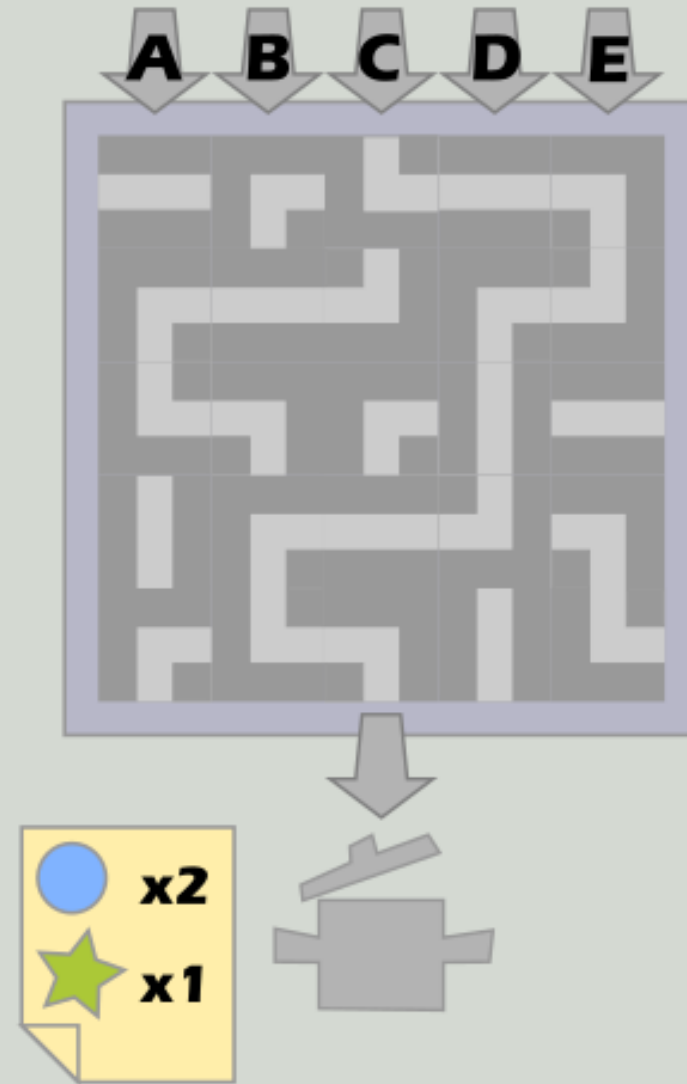
Chaos and Order

- Multiple meanings of “Order”
 1. Order as in “Order and Delivery”
 2. Order as in “Bringing Structure into something”
- Twitch Chat = Chaos
- Twitch Chat ensures unstructured and unsettled behavior of the game
- Constant battle between Chaos and Order

Gameplay

The Board

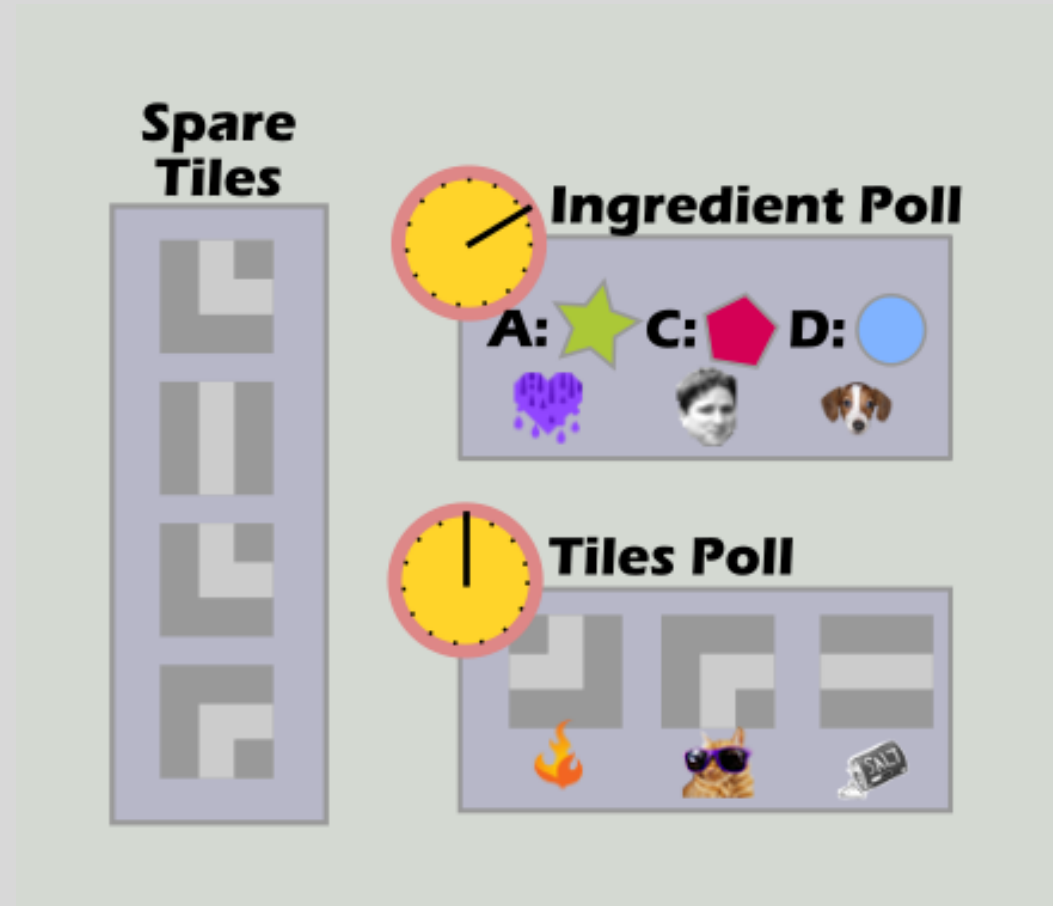
- Top: Spawn points A – E
- Bottom: Food Order as Pot
- Board is initially filled with random tiles
- Controlling the tiles via Drag and Drop



Gameplay

Live Poll & Spare Tiles

- Ingredient Poll has suggestions for [Spawn Position: Ingredient]
- Tiles Poll has suggestions for spare tiles
- Twitch chat can vote by typing in the respective emote (Inc. Spam)
- Votes are counted after timer runs out. Then the according action takes place



Gameplay

Ingredient Spawn:

The screenshot shows the 'Ingredient Spawn' game state. On the left is a maze with a red path leading to a purple star icon labeled 'Pop!' at the top. Below the maze is a yellow note with a blue circle 'x2' and a green star 'x1'. To the right is a 'Spare Tiles' column and two polls: 'Ingredient Poll' (with icons A: green star, C: purple heart, D: blue circle) and 'Tiles Poll' (with icons: fire, dog, cat). At the bottom are 'TIME 00:15' and 'POINTS 34578'. On the far right is a 'STREAM CHAT' window with messages: 'Gessler:Go tomato!', 'Gordon:', 'Maelzer:Sniff', 'RemyTheRat:I hate', 'Gessler:', and 'RemyTheRat:Nooooo!'.

Spare Tile Spawn:

The screenshot shows the 'Spare Tile Spawn' game state. On the left is a maze with a red path leading to a purple star icon. Below the maze is a yellow note with a blue circle 'x2' and a green star 'x1'. To the right is a 'Spare Tiles' column and two polls: 'Ingredient Poll' (with icons A: green star, C: purple heart, D: blue circle) and 'Tiles Poll' (with icons: fire, dog, cat). At the bottom are 'TIME 00:15' and 'POINTS 34578'. On the far right is a 'STREAM CHAT' window with messages: 'Gessler:Go tomato!', 'Gordon:', 'Maelzer:Sniff', 'RemyTheRat:I hate', 'Gessler:', and 'RemyTheRat:Nooooo!'.

Layered Overview

- **Functional Minimum:**
 - Interconnection with Twitch API, basic input
 - Basic grid-based representation for board
- **Low Target:**
 - Multiple conveyer belt tiles & recipes
 - Poll System
 - Score System
- **Desireable Target:**
 - User Interface
 - Variety (Levels, ingredients etc.)
- **High Target:**
 - General improvements



Questions?