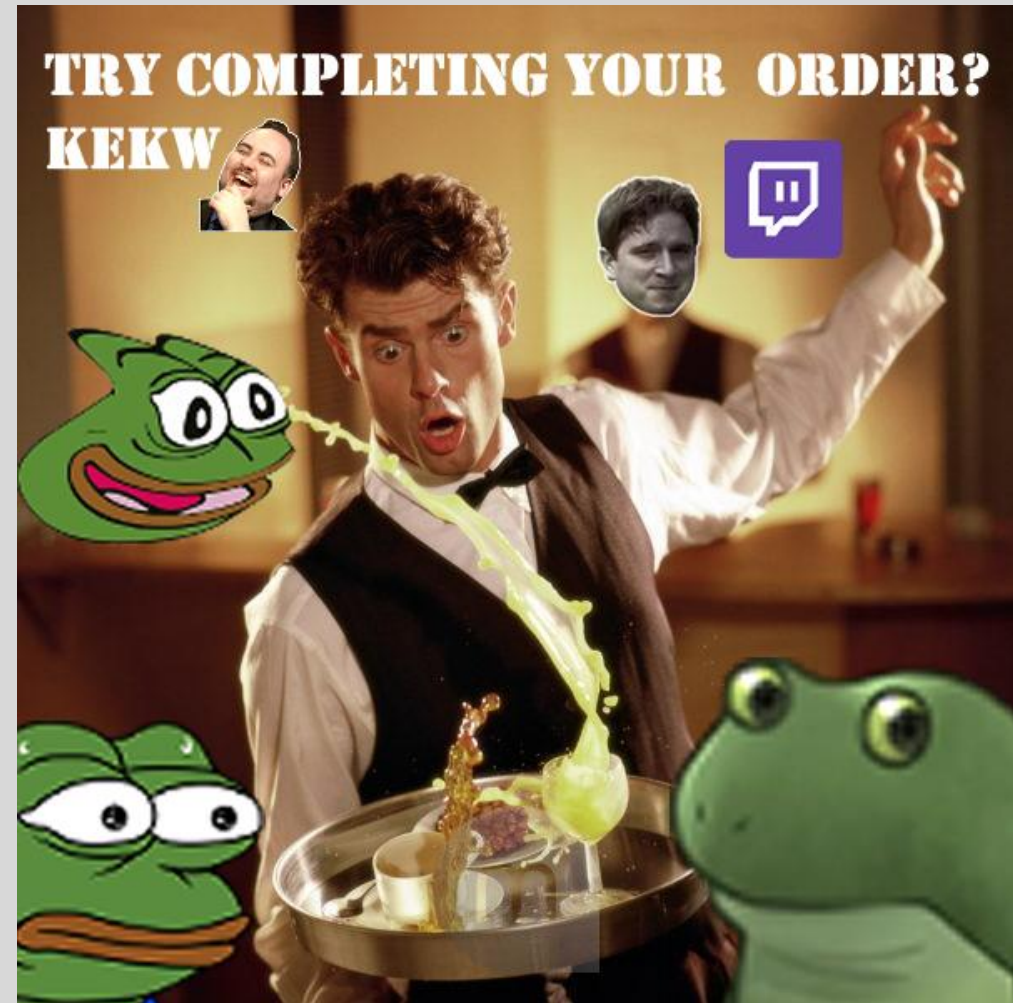# Chaos to Go

by Zwiebel auf dem Kopf

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Big Idea Bullseye

o Core Idea:
Completing food *orders* by **ordering** conveyer belts

o 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
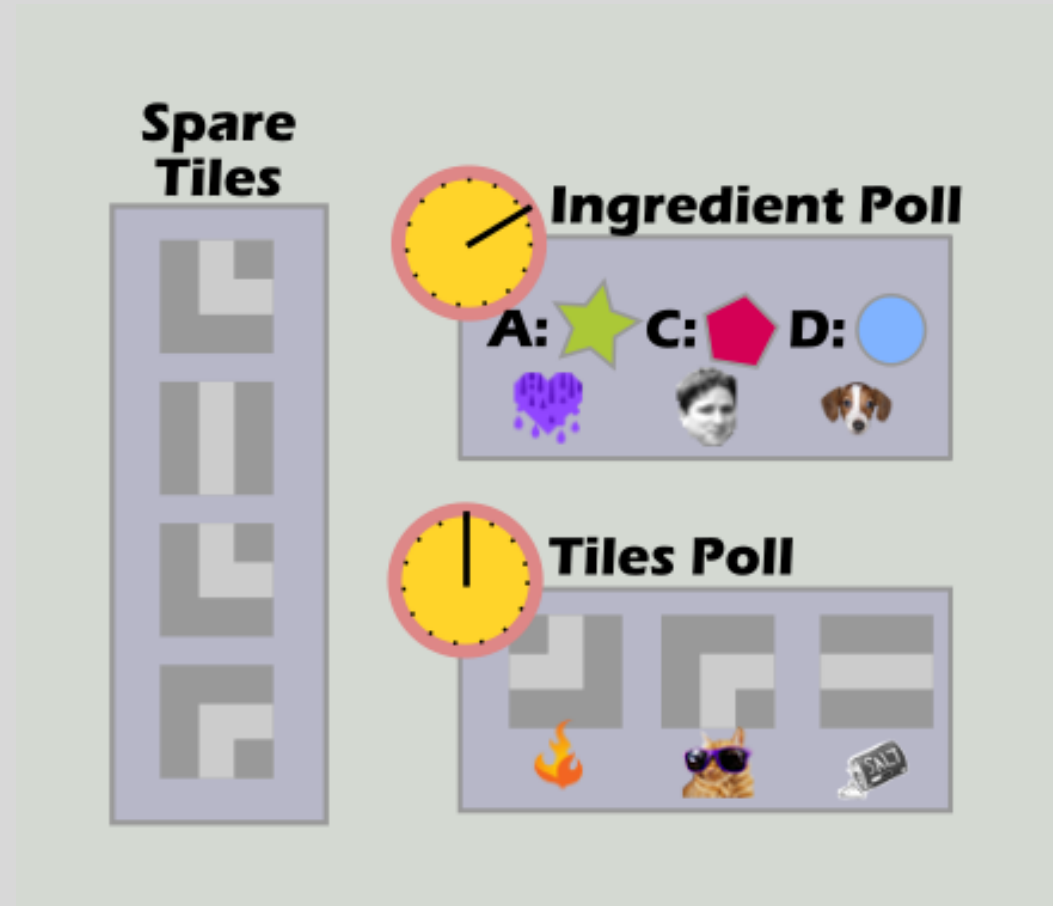
Gameplay

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
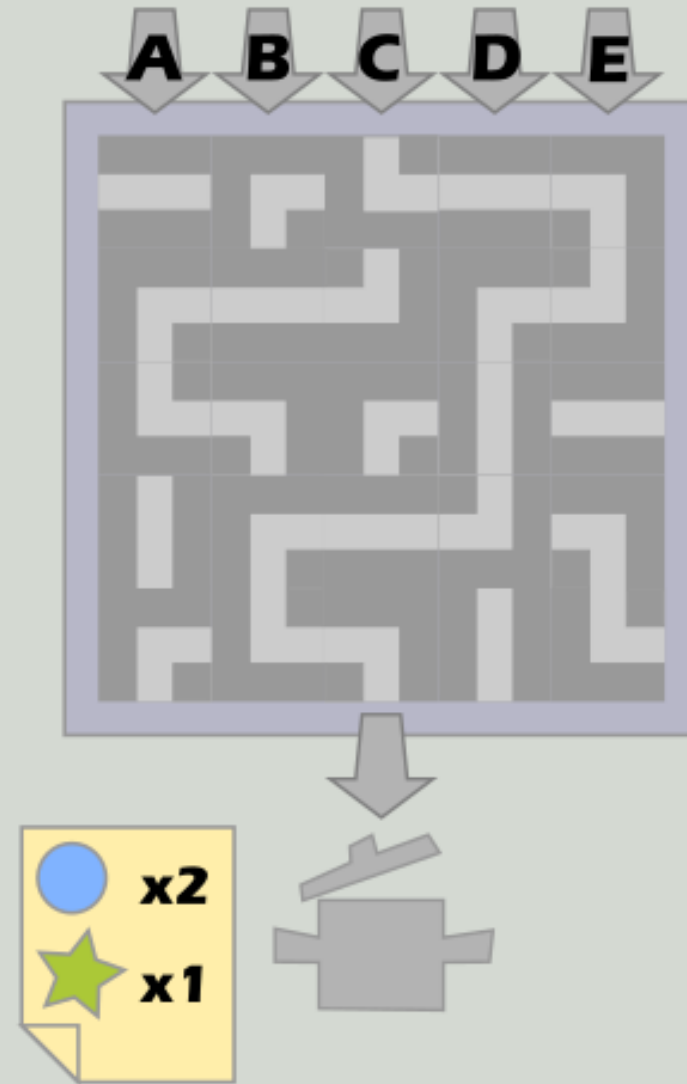
Gameplay

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

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?