

Quest Design

Multiplayer Focus

The experience will be played with **2 teams** of players

- First team « *The gatherers* »
- Second team « *The cooker* »

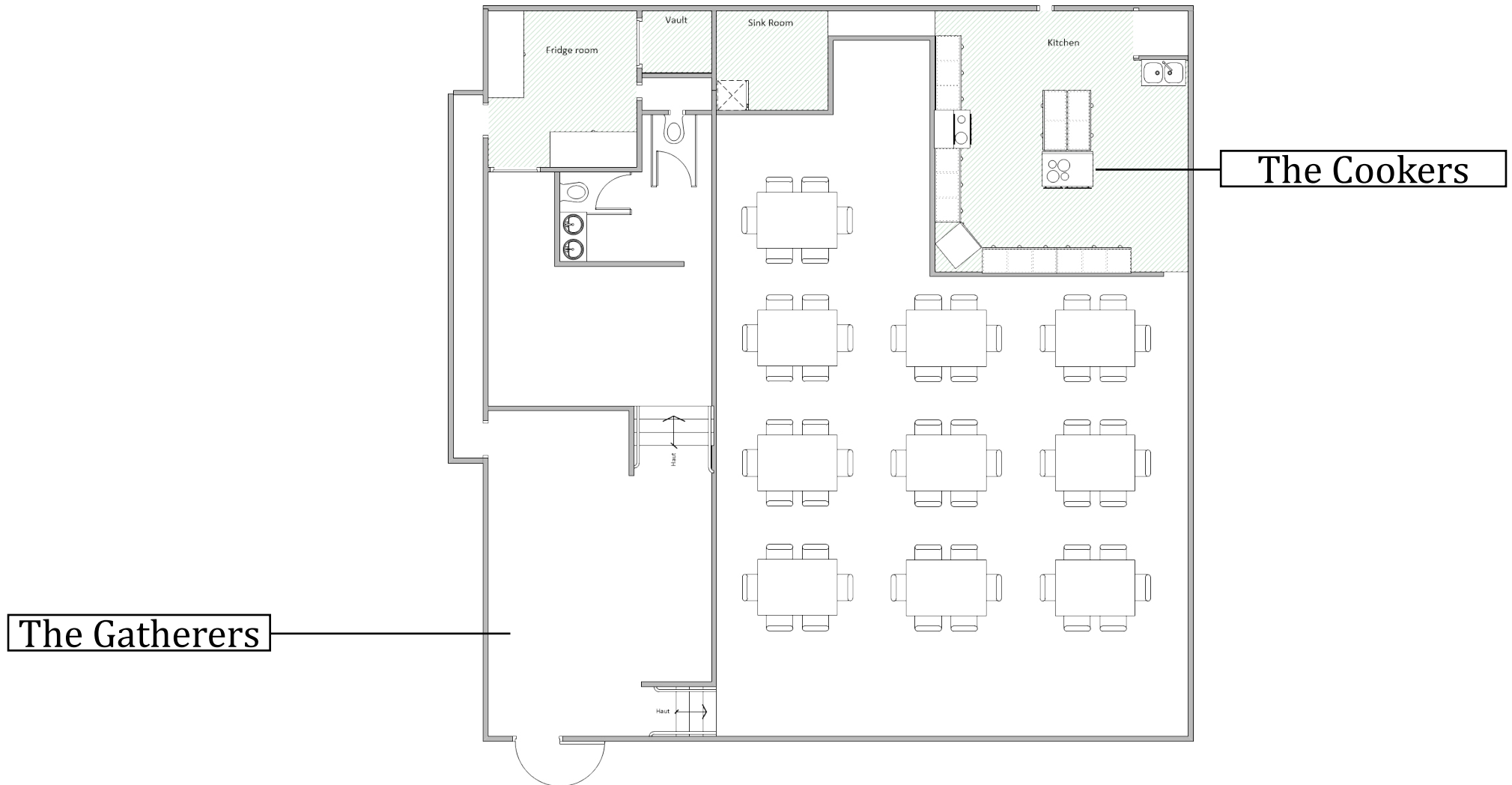
The Gatherers

- Find the ingredients in the different rooms of the Café
- Bring the ingredients to the cooking team
- Bring the cooked meal to clients

The Cookers

- Find the recipes in the kitchen
- Cook the ingredients in the good meal
- Give the meal to the gatherer team

Team splitting

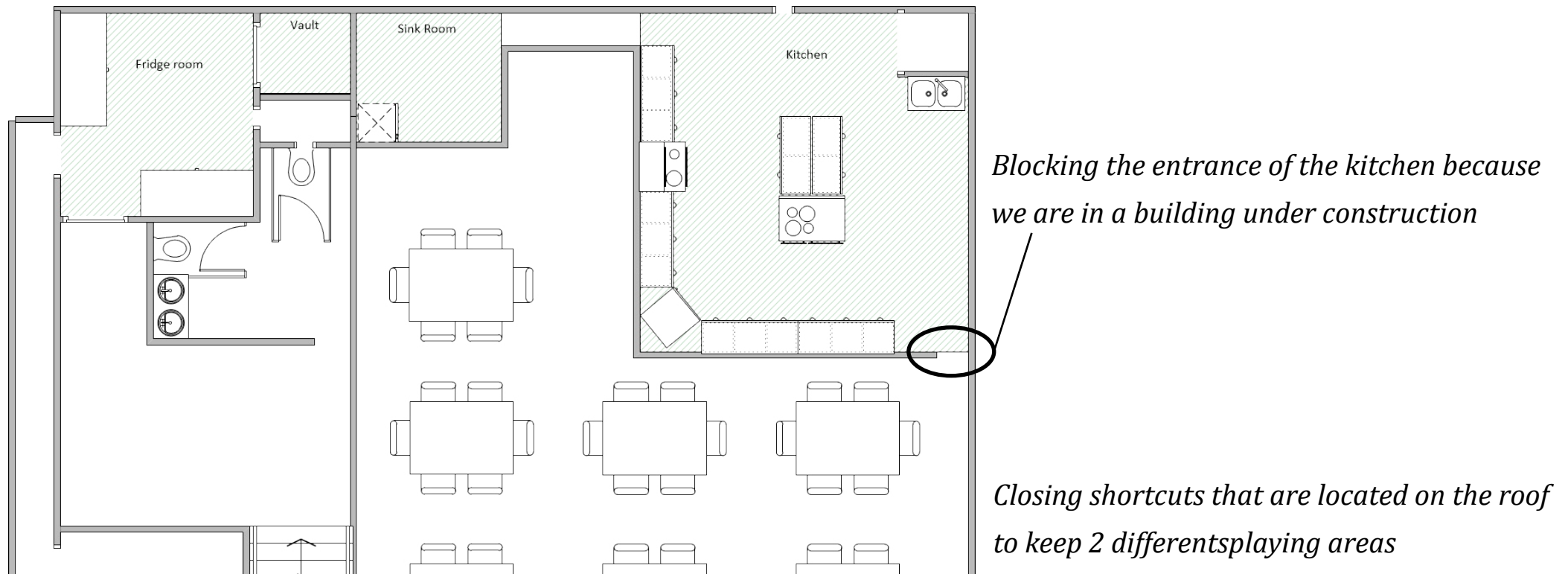


We are going to use a teleporting system to split the player in 2 different teams

- It's a **one way** teleporter
- It can be **activated X times** depending of the number of player we want in each teams

Level modification

In order to allow the teams splitting mechanics, the Level design need some rework



The main intention is to focus on the **interaction between players** by closing some access to certain rooms.

Global Tasks

The Gatherers

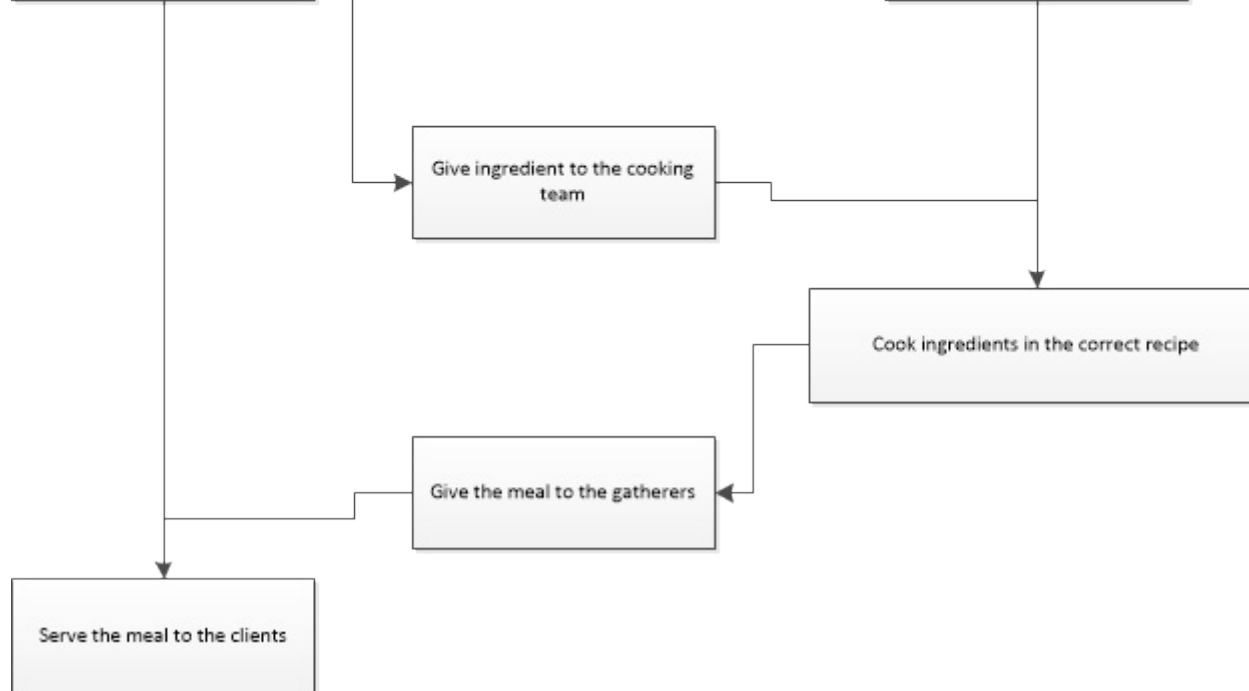


Collect ingredients

The Cookers



Collect recipes

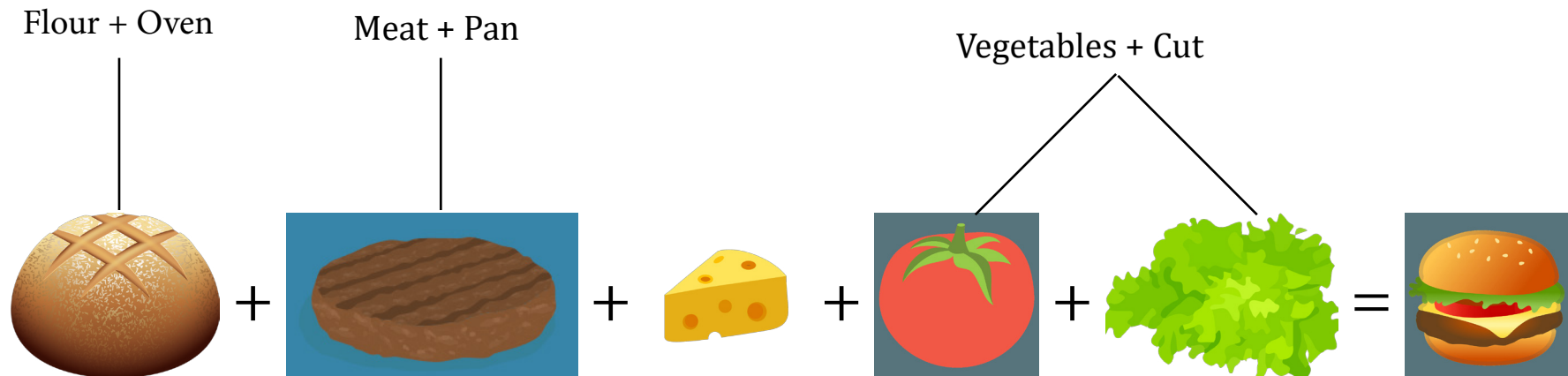


Interaction between the 2 teams

Cookers' tasks

The cooking team need to **find the recipes in the kitchen** and then use the ingredients brought by the gatherers to cook the desired meal.

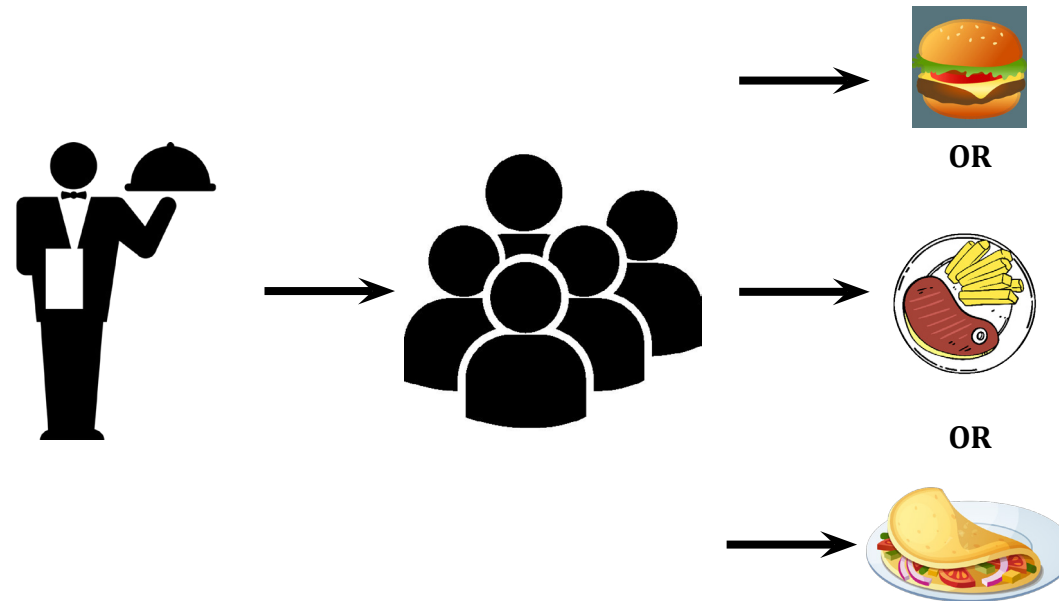
They have **multiple tools** in the kitchen to help them.



Creating recipes with the right tools and ingredients for a burger

Quest generation

To bring **replayability and diversity** in our experience we want to create a **random quest generator** this way player can try the two teams gameplay and they will have different quest each time they will play.



Different quest possibilities for clients