

Food Fight

Game Description: Food Fight will be a multiplayer game that simulates the fast food industry. Players will each control their own fast food take out place. The take out will have customers that come in and order various food items such as sodas, burgers, fries, onion rings, fried chicken, etc. Each ordered item can vary in number. The food items can be produced from different machines and each item will vary in time to make. After an order is complete, the player will bag the items. The order will earn the restaurant some revenue depending on the number and kind of items ordered. The customers will be either satisfied or dissatisfied by their experience at the restaurant. The customers can become unsatisfied if they are made to wait for a long time or if they get things they didn't order or didn't get things they did order. The higher the ratio of dissatisfied customers to satisfied customers the player's restaurant has, the slower the rate of customers the restaurant will have and vice versa. The main goal of the game is to make the most money you can within a time limit. The player with the most money will be the winner of the game. The total revenue of all the players participating in the game will be visible to all the other players of the game. This will be a 2D game and the player will interact by clicking the mouse on various clickable areas of the screen. Each person will connect to the game remotely from their own computers. The game can have two to eight players.

Assessment: I think the most interesting part of Food Fight is the multiplayer experience that the players will experience. The competitive nature of the multiplayer experience will have many probably addicted to the game.

Development Resources: The game can be made in flash. Flash seems to support ways to implement the audio and graphical components of the game. The graphics can probably be done in opengl and we can load multiple images to form the game screen. The physics will most likely be simple enough to be written ourselves. If we were using opengl for the graphics, we can use tools like SDL_mixer or OpenAL.

These are clickable buttons

My Current Score #49	Max's \$51
John's \$38	Joe's \$30

