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WHAT IS COOKED?

Cooked is a cooperative co-located cooking game based off the popular video game Overcooked. In Cooked, players fulfill orders by running around a simulated kitchen environment and preparing/cooking food.
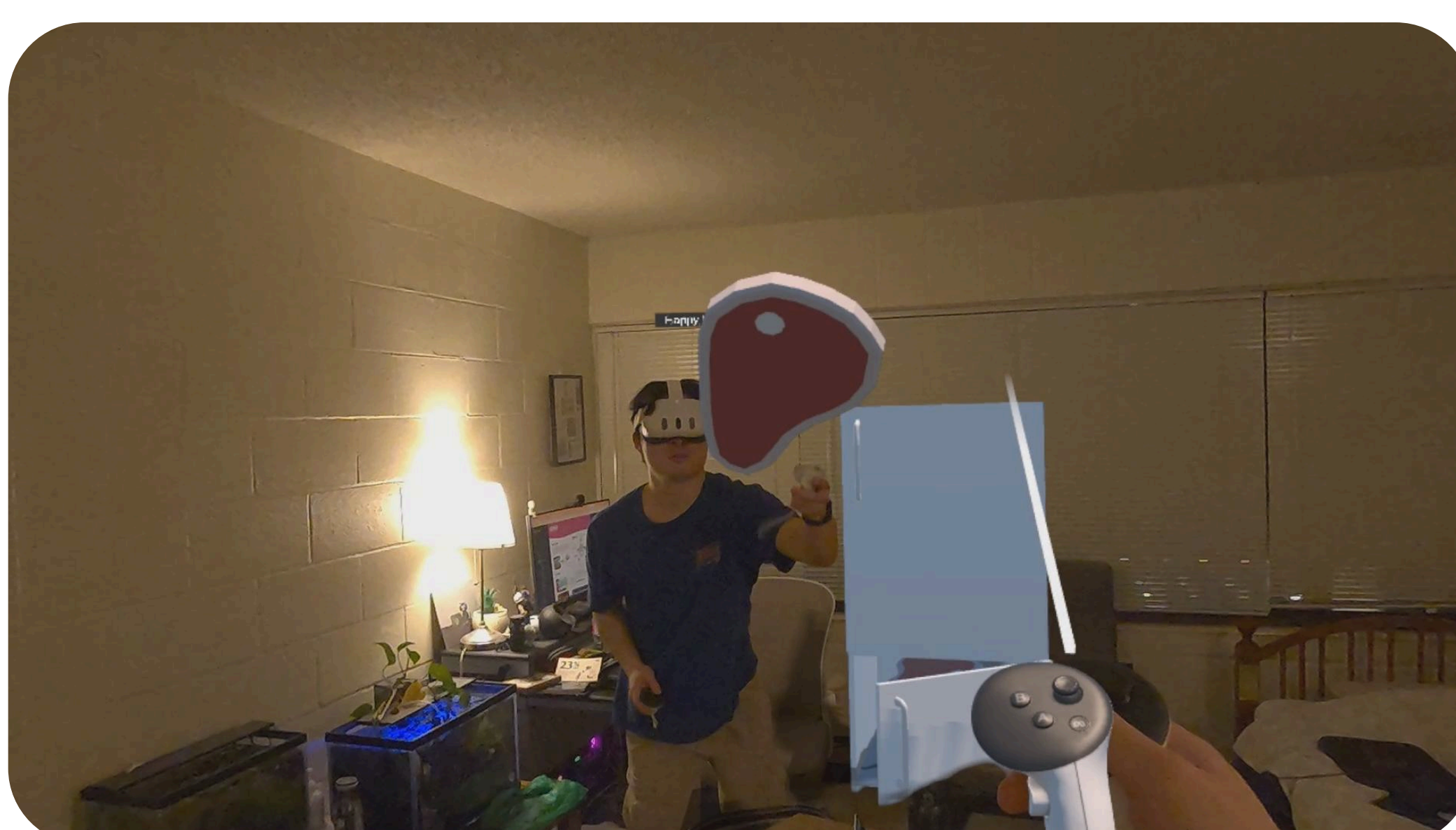

RELATED WORK
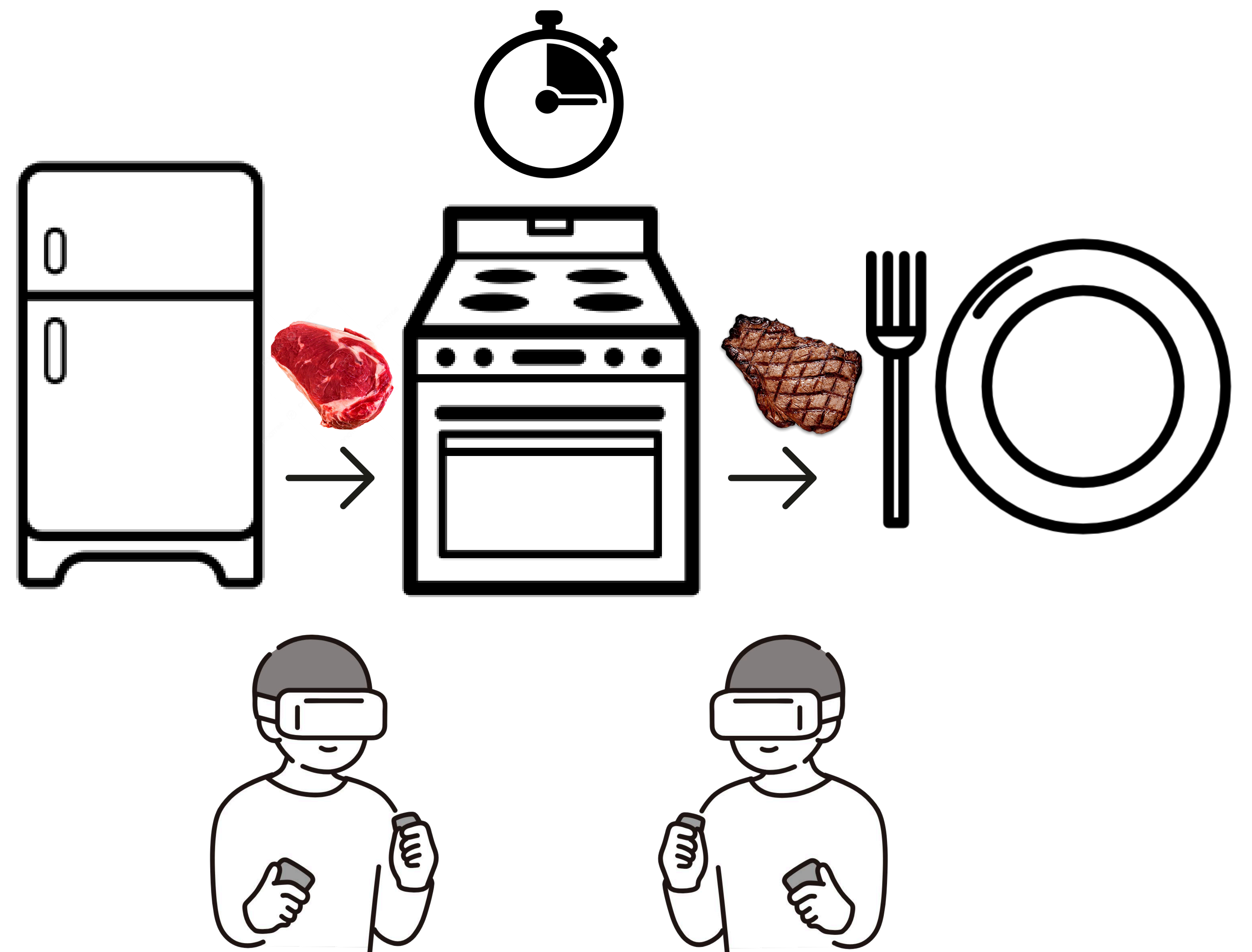

✓ Co-located
✓ Multiplayer
✓ Pass-through
✗ Cooking

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OUR APPROACH

✓ Cooking
✓ Multiplayer
✓ Co-located
✓ Pass-through

GAMEPLAY

Players first start the timer to indicate that the game is underway. Then, they spawn the steak in the fridge and move it onto the stove where it cooks for some time. Once the steak is done cooking players can take the steak off the stove and then submit it to fulfill an order.

IMPLEMENTATION DETAILS

Meta XR Interaction SDK

Cooked is built using the Unity game engine and the Meta Interaction SDK. Key building blocks from the interaction SDK include the networking blocks and anchors as well as the grabbable interactors. For our backend we relied on Photon to enable the co-location.

REFERENCES

- https://www.meta.com/experiences/clash-of-chefs-vr/3230671513714717/?srsltid=AfmBOoq-RTZcl8ZtyLcBiCuNs8e4CjNJTOWuFlVI7hLHezcQCtnVfWeX
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