

Web 3 - Umami House

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Theme

The theme of the game centers around a small cozy ramen restaurant called “Umami House.” Everything takes place within the restaurant, specifically in the kitchen. At the beginning of the game, there’s a short dialogue scene introducing the player character, Kiko, who works as a chef to help her old uncle keep his restaurant from closing down. Fortunately, Kiko isn’t alone! She has help from a waiter named Frank. His job is to bring her all the orders from customers, making Kiko’s job easier. This way, Kiko can focus on cooking, preparing the ramen bowls, and letting Frank deliver them to the tables.

Gameplay

Our game is a simulation where you play as a chef who takes orders, cooks, and prepares ramen bowls. First, the player (as the chef) will receive orders from the waiter, Frank (an NPC). The goal is to fulfill the orders and sequence they were given. As players progress, the orders become more frequent and challenging. The game features a variety of ramen flavors and different toppings, all of which need to be prepared properly. The game becomes more challenging, as you'll need to move in and out of different areas and to gather the necessary ingredients while managing the orders.

Audience

The game is aimed at casual gamers who enjoy light, time-management simulation games. It will attract food lovers who are interested in cooking and experimenting with different flavors, as the game revolves around

preparing ramen and bubble tea. It will also target fans of simulation games, especially those focused on managing tasks and resources, will find the gameplay enjoyable, similar to games like *Overcooked*. The fast-paced gameplay, increasing challenges, and the cozy atmosphere of the game will make it more interesting to teenagers and young adults who enjoy quick, fun gameplay sessions.

Style

Moodboard:



As you can see, the game will have a pixelated style restaurant theme. On our moodboard, we've put up some inspiration for how the "Umami House" could possibly look, as well as for the gameplay. We made sure the color palette matches the cozy vibe of the game, keeping it warm and welcoming for all players. Additionally, we've added images to give us a general idea for our chef Kiko and our waiter Frank. We've also listed the possible flavors for the broth, the toppings for the ramen bowls, and the boba, along with images for inspiration.