



USERS MANUAL

A Kinect Game by Bisola Alugbin, Marley Gilb, Joe Weinoffer and Nathan Zeichner

CIS 568 – Game Design Practicum – Spring 2012

University of Pennsylvania

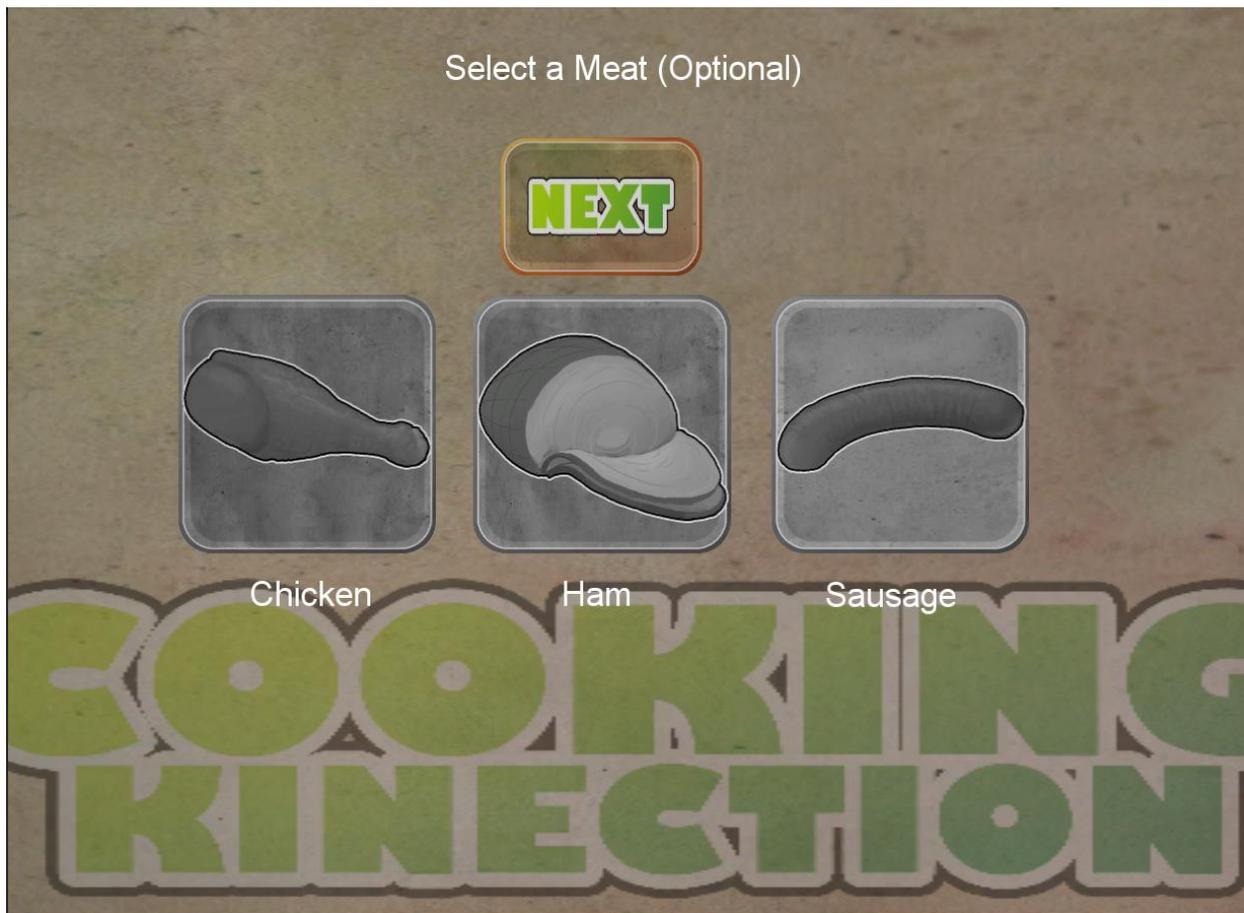
Welcome to Cooking Kinecton!

You are a small time cook with big dreams: to become the world's greatest Top Chef! **Cooking Kinecton** is the game of your adventure, starting out small and slowly learning new recipes to make your way to the top. Throughout the game, you will cook in many locations, meet many interesting customers, and of course learn how to cook some fantastic meals!

Cooking Kinecton is unique because you must cook using your entire body. The Kinect system allows the entire game to be controlled without a controller, leading to an overall interactive experience.

In the prototype demo of the game, we have included one starter recipe, the Omelet, two locations, the Kitchen and Diner, and more than fifteen different Ingredients! Try to please the customer's preferences at each location, burn off calories while you cook, and master the different cooking motions to earn the highest score.

Menu Screens



The menu screens are navigated using your left hand to control the hand pointer. By moving your hand around, you can select any of the large buttons present in the menus. To select a recipe or ingredient, simply hover over it. If you would like to make a different selection, either move the cursor to select a different item, or hover over the original selection again to deselect it. When you are ready to continue to the next screen, hover over the “Start”, “Next”, or “OK” buttons.

Each recipe and ingredient that you select has a certain amount of associated calories. Be aware which ingredients you are picking, because higher calorie items will lead to more challenging goals in the simulation!

Cooking Simulation

After you have selected your recipe and all of the ingredients, the main cooking simulation will begin. *Instructions* are displayed at the top of the screen in the middle. Below the instructions is the *Calorie Bar*. This bar displays the total number of calories you have burned so far by performing motions, and depicts your calorie goal for the current meal. Try to reach the calorie goal for every recipe by performing the motions well!

As you perform cooking motions, each action will reward you points. By performing motions effectively and quickly, you will gain a higher overall score. You will also gain points for finishing a motion before your time runs out. The *Overall Time* left to cook the meal is within the Cat



Clock on the left side of the screen, while the *Step Time* left for the current recipe step is on the right side of the screen.

The button in the top left corner of the screen will allow you to drag ingredients into your cooking area. When the instructions tell you to "Select" an ingredient, simply use your left hand to move the cursor to this button. After hovering over the icon for a short time, the ingredient will

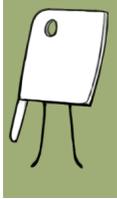
be created. Move it down onto your cooking space to begin the proper motion to prepare that ingredient for your meal (see **Cooking Motions**). An animated icon depicting the correct motion will appear in the lower left hand corner.

After you have completed the current cooking motion, a chime will sound to let you know that you are finished. At this point, cross your arms across your chest to move on to the next step of the recipe. After all of the recipe steps are finished, your score screen will be shown and you can choose "Play Again" to return to your location and make another recipe!

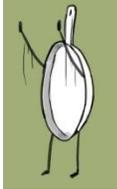
If you run out of time on an individual step, the step will restart. Be careful, because the Overall Timer will keep counting down! If you run out of total time on the recipe, your game will be over. At this point, you can choose to either restart the same recipe or return to the location screen to start a new meal.

Cooking Motions

Cooking Kinection currently includes seven motions associated with various cooking tasks.



Chop: Jump up and down



Flip: Quickly move both of your hands above your head from your side



Pour: Bend over



Wobble: Hold your arms perpendicular to your body and sway back and forth



Distribute: Alternate moving your hands above your head to evenly place ingredients



Grate: Squat up and down



Whisk: Move your hips back and forth in a hoola-hooping motion

Customers

Here are some of the customers you will serve on your journey!



Mom - She loves you and will do her best to teach you how to cook your first few recipes!



Baseball Bill – He’s looking for a great meal after a long day playing ball, so make sure to feed him well.



Self-Absorbed Sally – She may not give you the time of day, but the customer is always right so listen carefully to her specific food demands.



Nanny Natalie - A kind elderly citizen in your time, she’ll be happy with whatever meal you give her, as long as it’s made with love.



Disdainful Dave – Extremely hard to impress, he’s your toughest customer! Make sure to follow his order correctly!