



Description

Sugar, Spice, and everything nice or naughty, using the ingredients available to you, you must battle your way out of the bizarre world of chefs and cooks as they attempt to flambe and tenderize you.

Whisk, Boil, and Cook your way out of the endless kitchen to secure your way as a true MasterChef.

Improvements & Polishing

Between now and the previous C-day we worked on refining gameplay, adding ranged weapons, a boss fight, and giving the game a more unique look.

Random Level Generation

The level design revolves around randomly generated prefabs. Each level is made by inputting the grid size of each level along with whatever prefabs could be spawned. The levels are generated through a custom depth first search algorithm which will change the layout every playthrough, as well as allow for access to all rooms.

A diner fighter 3D roguelike. Cook weapons to fight your way to victory.



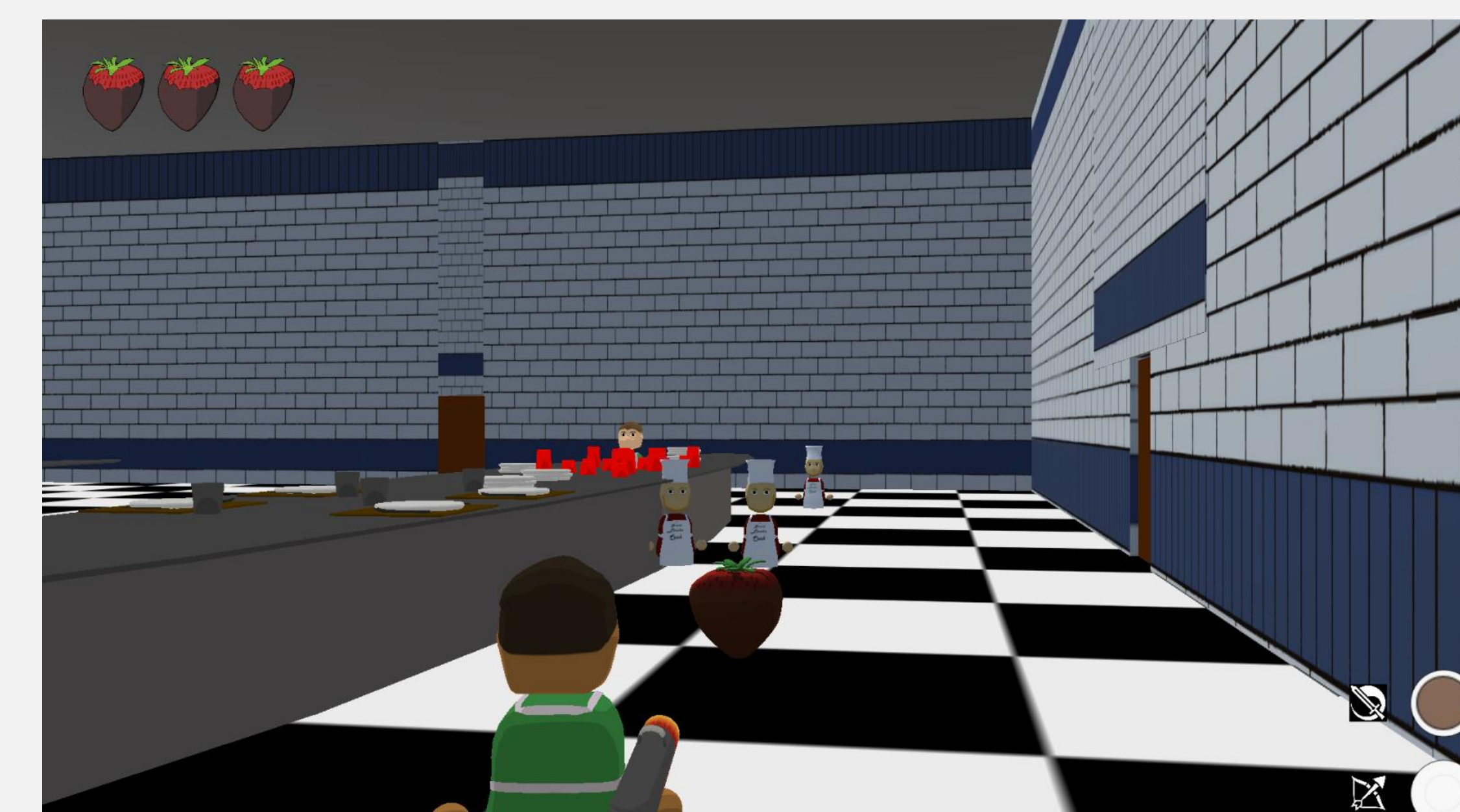
Crafting Menu in Recipe For Disaster



Cooking mini-game in Recipe For Disaster



Rat King boss fight in Recipe For Disaster



Recipe For Disaster gameplay