// BOGO COOKING UX DESIGN

Design Requirements:

- **Ingredients**
  - **Different color and silhouette**
- **Recipes**
  - **Require 3 ingredients (some may be repeats)**
  - **5 – 10 recipes**
  - **Awarded after completing challenges**
    - **Awards treat that changes Bogo skin (i.e. 3 red radishes = red soufflé = Bogo eats and skin changes to "red")**
- **Cooking**
  - **Once 3 ingredients are put in pan, it instantly "cooks"**
    - **Valid recipe == treat**
    - **Invalid recipe = burnt treat**
- **Golden Path**
  - **User locates ingredients in environment**
  - **Tells Bogo to fetch ingredient**
  - **User takes ingredient from Bogo and puts in pan**

UX Goals:

- **Affordance, ensure users feel empowered to make decisions when they are ready to proceed.**
  - See Job Sim with sandwich building
- **Ability to back out of choices smoothly with little penalty**
  - Users should be able to revert Bogo to her original skin if they want
- **Always reward interaction and exploration**
  - Users should always be rewarded for trying new things in some way

UX Risks:

- **Modes**
- **Complex Crafting requiring complex introduction and cues**

Understanding Core Systems:

Cooking

Proposed golden path flow:

<mark>**[User grabs pan] →**</mark>

| [User Looks for items] → [Has Bogo Fetch Item] → [Bogo brings item back to user] → [User puts item in pan] | x3 times

Golden Path Flow Open Questions:

- Does the user need to grab the pan before they have Bogo "look for items"?
- What item is used to point at items for Bogo to fetch?
- Can the user bypass Bogo and simply grab items themselves?

Golden Flow UX Suggestions

- **Consider having Bogo discover the item for the first time, bringing it to the user**
  - o Once the user takes the ingredient from Bogo, have Bogo walk over to an area spawning an unlimited pile that ingredient
- **Consider allowing ingredients to spawn in one area once discovered the first time (i.e. a kitchen)**
  - o Let the user focus on experimenting with cooking, and not having to wait to get the same ingredients over and over
- **Consider allowing the user some agency without Bogo**
  - o Often in pet games, users want to be allowed to do things without being forced to interact with the creature

Cooking Components and Their States

- **"The Pan"**
- **Ingredient/Cooked Recipe**

"The Pan" Visual/Interaction States

- **Idle**
- **Call to Activate:** Entice user to grab pan
- **Active:** User has shown intent (i.e. holding pan)
- **Valid Ingredient Inside**
  - 0/3
  - 1/3
  - 2/3
  - 3/3
- **Too many ingredients Inside**
- **Invalid Object/Ingredient Inside**
- **Cooking**
- **Cooking Complete**
  - Good (successful treat)
    - First time cooking recipe successfully
    - Recooking recipe successfully
  - Poor (burnt treat)

UX Risks:

- **The pan auto cooks as soon as 3 valid ingredients are placed in the pan however this takes agency away from the user.**
  - **Suggested:** Allow the user the ability to start the "cook" process when they are ready
- **Using a pan or any free form object introduces a lot of engineering work around physics and interaction users will try with pan.**
  - **Suggested:** Re visualize pan, and have it attached to an in-world monument
- **If a free form object like a pan is used keep in mind expected user interactions and physics ie.**
  - Throwing pan in air to catch it in other hand
  - Interacting with Bogo, hitting, or putting the pan on Bogo's head
  - Interacting with various things in the environment (tree, structures, etc.)
  - Throwing pan out of "reach"
  - Throwing apple in air, hitting it with pan

- **Consider not making people feel bad about wrong recipes, encourage people to try things by rewarding them anyway**
  - **Suggested:** Instead of burned treat (because users don't control how long its cooking), maybe just spit out a normalized treat that helps boost Bogo's stats in some way. This encourages the user to experiment with cooking

Ingredient/Recipe Visual/Interaction States

- **Raw Ingredient**
    - Idle
    - Cooking

- **Successful Cooked Recipe**
    - Idle

- **Failed Cooked Recipe**
    - Idle