MiChef

## a 2D/3D platformer

MiChef is a 2D/3D platformer game of a chef Antoine, who continues to cook in a restaurant despite an ongoing word-wide pandemic. His goal is to collect ingredients in the restaurant's multi-storey kitchen to make gourmet meals for clients, whilst battling enemies – viruses. Unfortunately, there are no medical supplies left for the restaurant. However, the chef can masterfully swing his favourite pan for repelling enemies. Will Antoine succeed in his journey? It is time to find out.
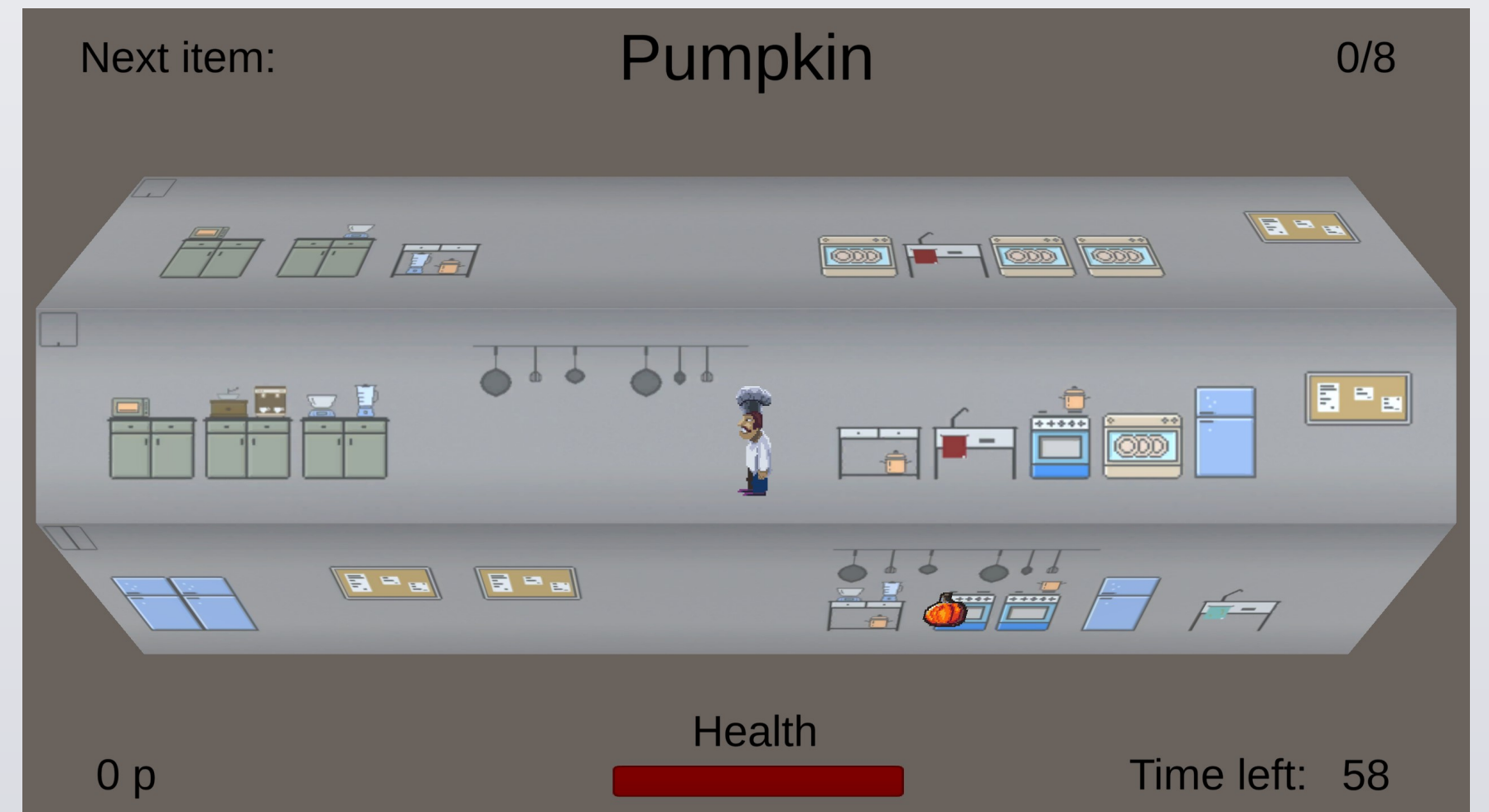

A variety of technologies are used in this thesis project. The game's physics could not exist without a game engine – **Unity**. The game logic is written in a general purpose programming language – **C#**. The decagonal prism (game world) was crafted with a 3D modelling program – **Blender**. The floor design's were drawn with **Adobe Photoshop CS6**. Other in-game art of *MiChef* was created by an artist.

The game uses a 2D/3D mechanic, rarely utilized in videogames. That means the gameplay action is 2D, but the world itself is 3D. The game camera is fixed to show top-down view of the building. The prism rotates when players switch floors.

Get the game

https://hahavee.itch.io/michef
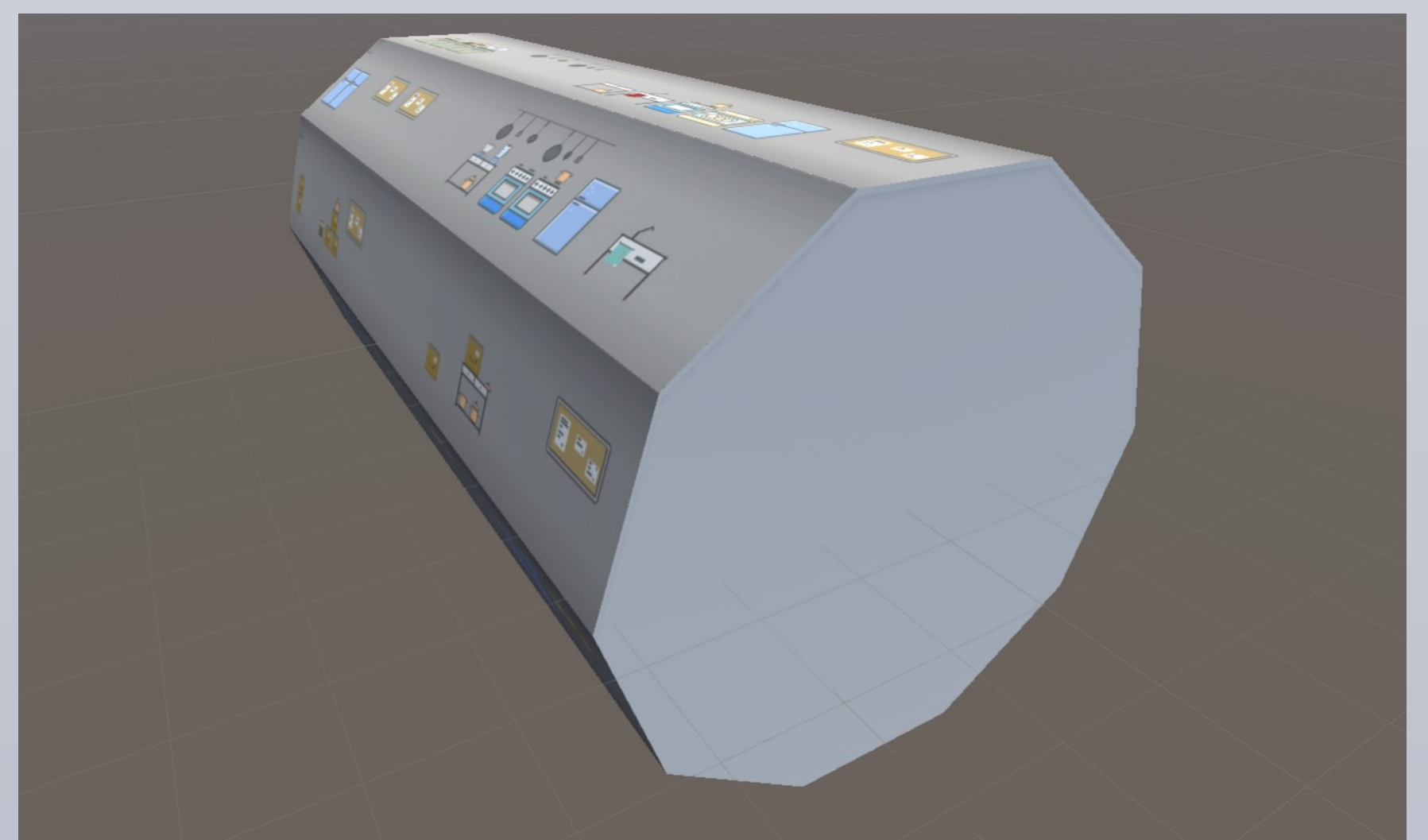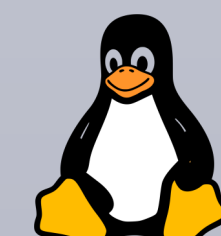
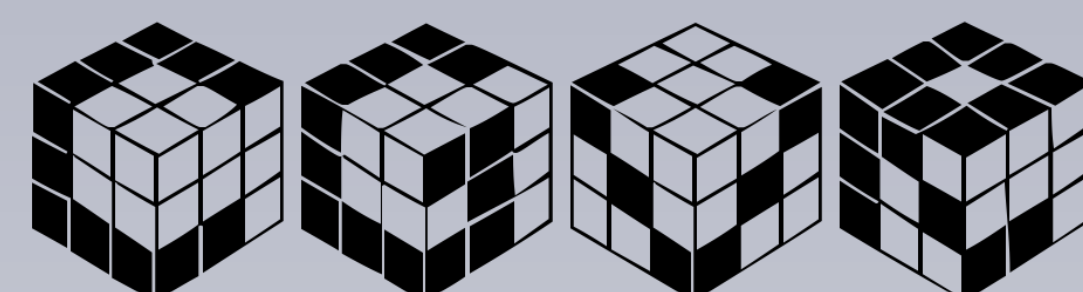Hans Henrik Viinalass

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