



Description

Cosmic Cookoff is a 3D roguelike game where the player must battle culinary experts in crazy food fighting gameshow. Scavenge for ingredients to cook up the best dish wield in combat.

Cooking Something Fierce

Cook your weapons using ingredients you find along the way. Will you make the ultimate dish or a culinary monstrosity?

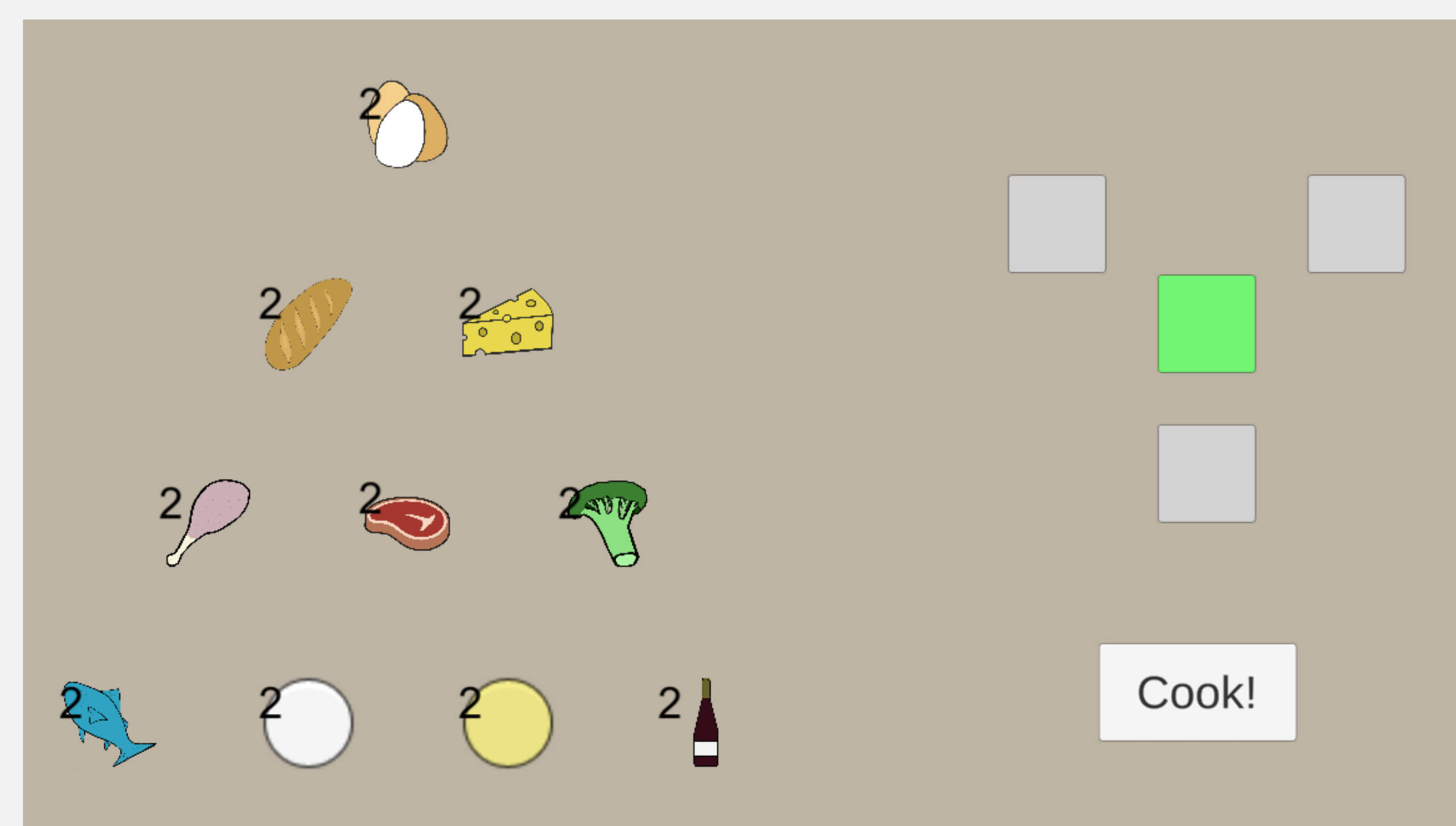
Object Generation At Runtime

Using Object Pooling, most of the spawn-able objects, enemies, projectiles, and ingredients are instantiated using a Linked List.

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.



The cooking screen of Cosmic Cookoff



Character models made for Cosmic Cookoff