

INTRO/ABSTRACT

Chiba is a puzzle game built with Unity that is based off the Japanese game Sokoban. Players push food around a maze and onto plates to cook meals and complete the level. After a certain number of pushes, the food is cut. Players must cut the food to the right degree before plating it. If food is pushed too much, it will crumble, and the player will be forced to start over. Players must use logic and reasoning to plan out where to push the food and how long it can be pushed to complete a level.

METHODS

Chiba was developed in weekly sprints that ended with user testing to determine what to focus on for the next sprint.

- Engines:** Unity 2021.2.10f1, Visual Studio C# Scripting
- Source Control:** GitHub
- Artwork:** Aseprite
- Sound Effects/Music:** Freesound.org

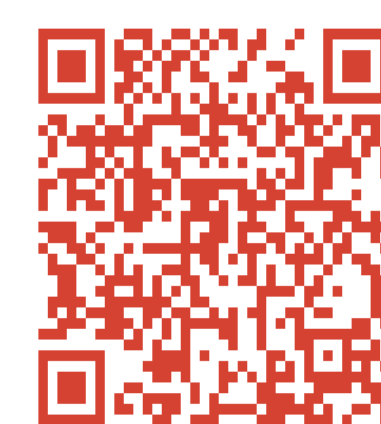


RESULTS

Chiba encourages the player to keep track of multiple mechanics at once to complete levels. If the food is cut too many times, burnt, or pushed into an unreachable area, they must restart the level to progress. By utilizing both an appealing visual aesthetic and a steadily increasing challenge, players are motivated to stay engaged and sharpen their skills in logic and reasoning.



Aidan



Katie



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Reid



Chiba is a puzzle game where players cook gourmet meals by solving logic puzzles.



Fig.1 Screenshot of the fifth level in the first set of levels.



Fig.2 Screenshot of the level where grilling was introduced as a mechanic.

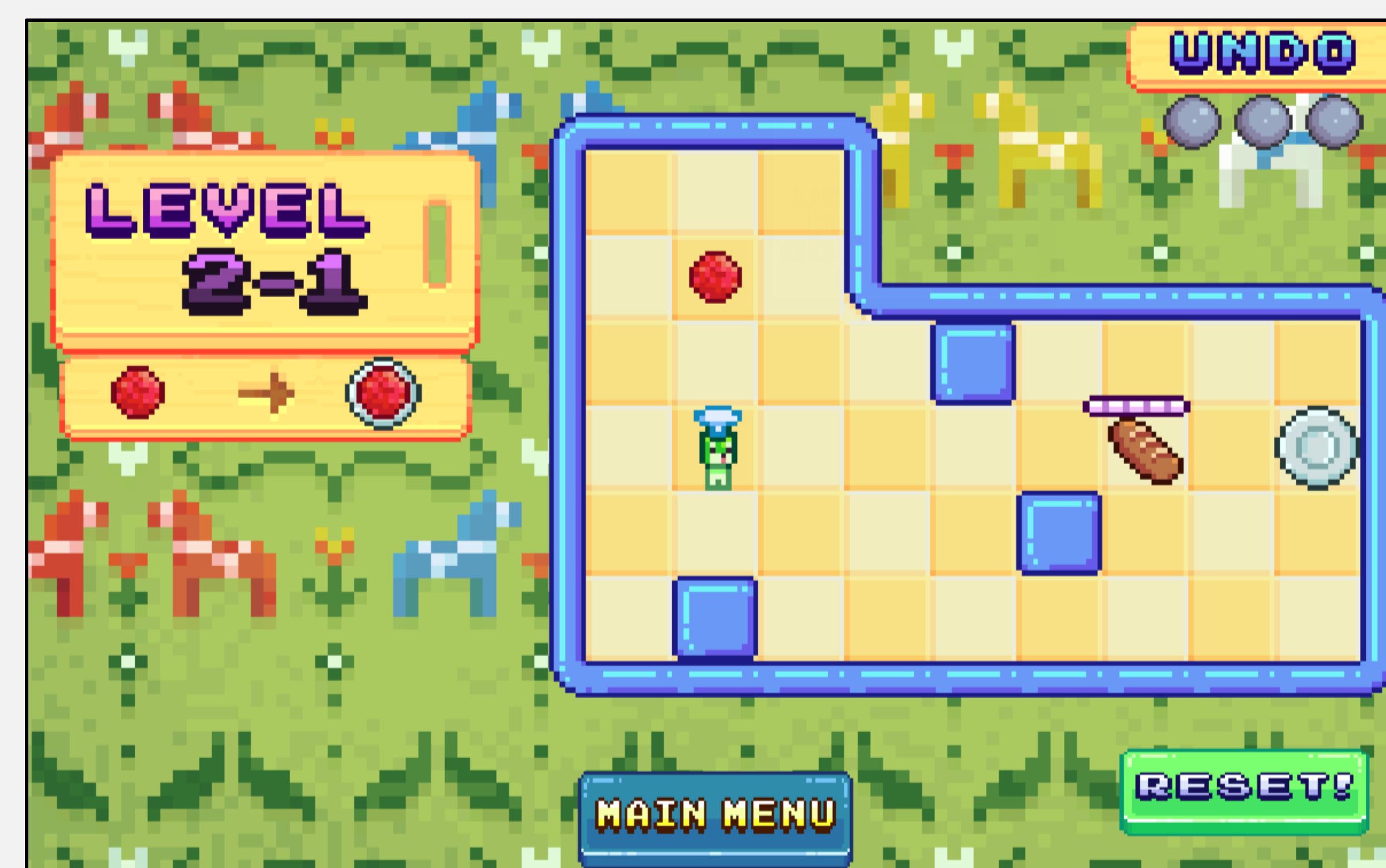


Fig.3 Screenshot of the level where meatballs, which roll until they hit an obstacle, were introduced.



Fig.4 Screen that players are presented with when they complete all levels