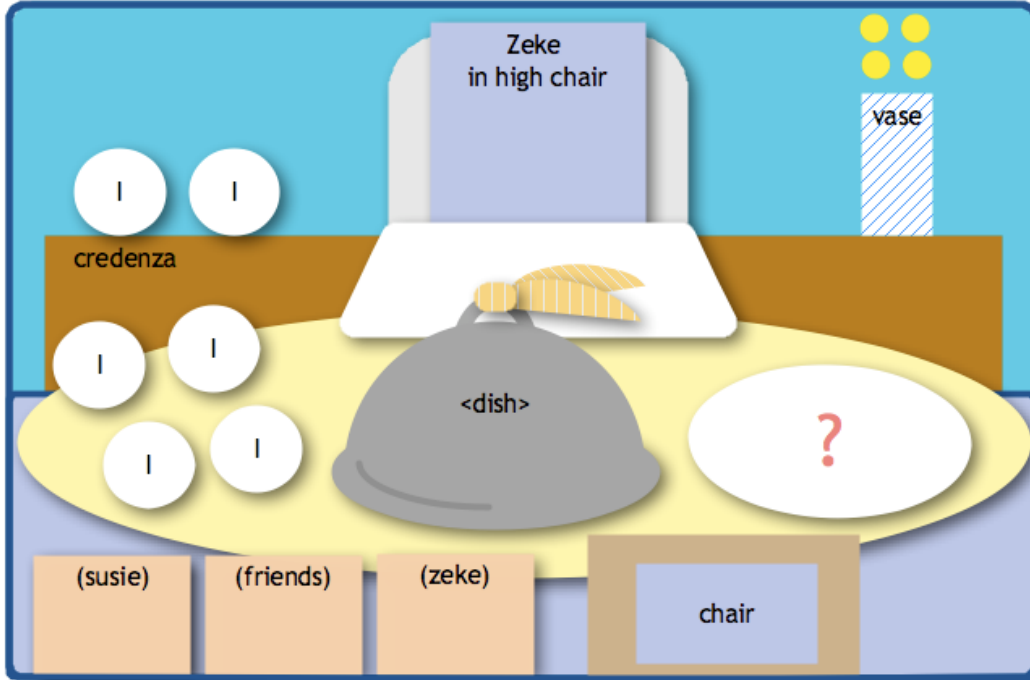


zone3_3: The Kitchen Magician

Setup:

3. Random select **dish**. (See [Dishes table](#).)
 - Level1: dish = 1 ingredient only + 3 distractors.
 - Level2: dish = 1 OR 2 ingredients (= ANY dish) + 4 distractors.
4. Play **sid_cook_welcome** + **sid_cook_prompt01**
 - a. If dome = state1 AND no action after X seconds replay **sid_cook_prompt01**
 - b. On dome click:
 - dome state1 --> state3
 - play **sid_cook_reveal** + **sid_cook_prompt02**If dome = state3 AND no action after X seconds, replay **sid_cook_prompt2**
5. Click to stick ingredient to cursor. Click to stick to **ingredients_tray**. Click anywhere else to snap ingredient back to original position.
6. If ingredient = INCORRECT
 - play **sid_cook_incorrect** + **sid_cook_prompt02**
 - snap incorrect ingredient back to original position
7. If ingredient = CORRECT
 - AND 1 remaining ingredient: play **sid_cook_whatelse**. If no action after X seconds, replay **sid_cook_prompt2**
 - AND dish = 1 ingredient:
 - play **sid_cook_correct** + **sid_joke_setup** + **sid_cam_jokeXX**
(Ex. Right! And grape jelly can't change back into grapes. Did you hear this one? Why did the raisin go to the doctor? He wasn't feeling grape.)
 - AND dish = 2 ingredients:
 - play **sid_correct** + **sid_and_cheese** + **sid_joke_setup** + **sid_food_jokeXX**
8. Repeat setup.





The Kitchen Magician

Element	Art & Animation	VO/SFX	Action	Notes
background	Sid hosts cooking show for Zeke. Game is Sid's P.O.V. (Sid is not visible.) Show: <ul style="list-style-type: none"> - kitchen table - Zeke in high-chair (zeke_idle) - credenza 			No Sid lip sync required.
background music (PRE-RECORDED)		Cooking.mp3 (Instrumental)		FV will cut up to add flourish to Cooking Show.
Mic SFX (PRE-RECORDED)		SFX: Applause SFX: Laughter		Please provide all Mic effects.
zeke_idle	Idle loop of Zeke in high-chair.	zeke_gurgle* zeke_babytalk* zeke_raspberry*		*Requested for Three in a Row!
vase	Display vase on credenza (to match show) <ul style="list-style-type: none"> • state1: fresh flowers • state2: wilted flowers 		<u>On rollover</u> , state1 --> state2 <u>On rollout</u> , state2 --> state1	Demonstrates a different type of change (growth vs. chemical).
sid_cook_welcome		sid_cook_welcome My Grandma is a kitchen magician! <whisper>Okay, she doesn't really use magic</whisper>. She uses heat to change food!		FV to layer VO with Cooking.mp3 (Instrumental)
sid_cook_prompt01		sid_cook_prompt01 Ooh! Grandma made		



Element	Art & Animation	VO/SFX	Action	Notes
		something new! I wonder what it is!		
sid_cook_reveal		sid_cook_reveal Ta da! It's <dish>!		
sid_cook_prompt02		sid_cook_prompt02 What did Grandma heat up to make <dish>? Pick it up and move it here.	On "here," ingredients_tray state1 --> state2 --> state1 (see below).	
ingredients_tray	A maximum of 2 ingredients may be added to this tray. Tray has 2 states: <ul style="list-style-type: none"> - state1 = default - state2 = highlighted (see sid_cook_prompt02) 			
zeke_laugh (PRE-RECORDED)		zeke_laugh (or squeal)		
zeke_<reaction>* (PRE-RECORDED)			On click, Zeke makes noise.	*Requested for Three in a Row!
dome	dome sits over a plate. Dome has 2 states: <ul style="list-style-type: none"> • state1: dome covers dish. Little towel tied to handle. • state2: slight lift (to show that dome may be lifted). • (NOT NEW ART) state3: dome moves to credenza. 		<u>On rollover</u> , state1 --> state2 <u>On rollout</u> , state2 --> state1 <u>On click</u> : <ul style="list-style-type: none"> • play sid_cook_reveal + sid_cook_prompt02 • state1 --> state3 	
sid_cook_whatelse		sid_cook_whatelse That's right! What else?	If >1 ingredient, play after 1 ingredient attached to dish.	



Element	Art & Animation	VO/SFX	Action	Notes
sid_cook_correct		sid_correct Right! And <dish> can't change back into <ingredient>.	Play if all ingredients attached to ingredients_tray .	
sid_and_cheese		sid_and_cheese and cheese.	Use if multiple ingredients.	
sid_dish_<dish>	Each dish must fit under dome. objects in containers must have handwritten labels (to imply that they are Grandma-made): jelly, ketchup, peanut butter	sid_dish_applesauce applesauce sid_dish_applepie apple pie sid_dish_grapejelly grape jelly sid_dish_grilledcheese grilled cheese sid_dish_ketchup ketchup sid_dish_maccheese macaroni and cheese sid_dish_mashedpotato mashed potatoes sid_dish_oatmeal oatmeal sid_dish_pancakes pancakes sid_dish_popcorn popcorn sid_dish_scramble scrambled eggs sid_dish_toast toast		



Element	Art & Animation	VO/SFX	Action	Notes
		sid_dish_toastedmarsh a toasted marshmallow sid_dish_tomatosoup tomato soup		
sid_<ingredient>	apple = apple slices bread = bread slices grapes = grape cluster	sid_apples apples sid_batter batter sid_bread bread sid_cheese cheese sid_cornkernels corn kernels sid_eggs eggs sid_grapes grapes sid_macaroni macaroni sid_marshmallows a marshmallow sid_oats oats sid_potatoes potatoes sid_tomatoes tomatoes	On rollover, play sid_<ingredient> to help child identify it. sid_<ingredient> is also used with sid_cook_correct and sid_cook_incorrect.	
sid_cook_incorrect		sid_cook_incorrect My Grandma can't make	Auto-snap incorrect ingredient back to original	



Element	Art & Animation	VO/SFX	Action	Notes
		<dish> by heating up <ingredient>.	position.	
cam_reset		sid_joke_setup Did you hear this one?	Then play sid_food_jokeXX (see Dishes table)	
sid_food_joke01	This cam segment allows us to reset the screen.	sid_food_joke01 What did the teddy bear say after dinner? <a beat> I'm stuffed! <SFX: Laughter + zeke_laugh>	Play after sid_cook_correct.	
sid_food_joke02		sid_food_joke02 How did my Grandma fix my pants? <a beat> With a pumpkin patch! <SFX: Laughter + zeke_laugh>	Play after sid_cook_correct.	
sid_food_joke03		sid_food_joke03 What did the apple say to the pear? <a beat> You're silly! Apples don't talk! <SFX: Laughter + zeke_laugh>	Play after sid_cook_correct.	
sid_food_joke04		sid_food_joke04 Why did the raisin go to the doctor? He wasn't feeling grape. <SFX: Laughter + zeke_laugh>	Play after sid_cook_correct if <dish> = grape jelly.	
sid_food_joke05		sid_food_joke05 What do you say to a slow tomato? <a beat> Ketchup!	Play after sid_cook_correct if <dish> = ketchup.	



Element	Art & Animation	VO/SFX	Action	Notes
		<SFX: Laughter + zeke_laugh>		
sid_food_joke06		sid_food_joke06 How do you fix a broken tomato? Use tomato paste! <SFX: Laughter + zeke_laugh>	Play after sid_cook_correct if <dish> = tomato soup.	
sid_food_joke07		sid_food_joke07 What's the best thing to put into a pancake? My teeth! <SFX: Laughter + zeke_laugh>	Play after sid_cook_correct if <dish> = pancakes.	
sid_food_joke08		sid_food_joke08 What'd the oatmeal say to the spoon? Don't mush me! <SFX: Laughter + zeke_laugh>	Play sid_cook_correct if <dish> = oatmeal.	
sid_food_joke09		sid_food_joke09 What did the baby corn say to his dad? I love you pop corn! <SFX: Laughter + zeke_laugh>	Play after sid_cook_correct if <dish> = popcorn.	
sid_food_joke10		sid_food_joke10 Why don't eggs like to laugh? It cracks them up! <SFX: Laughter + zeke_laugh>	Play after sid_cook_correct if <dish> = scrambled eggs.	
itm_button			If itm = ON, display button on zone3_3.	



Element	Art & Animation	VO/SFX	Action	Notes
			On click, open itm_zone3_3.	
itm_zone3_3	<p>(Animation loop) juice --> ice pop --> juice (Text) Juice can change into an ice pop. Then the ice pop can change back into juice. That's a reversible change. When food can't change back, that's an irreversible change.</p> <p><u>Sid's Ice Pops:</u></p> <ol style="list-style-type: none"> 1. Put a slice of banana at the bottom of a cup. 2. Poke an ice pop stick into the banana. 3. Pour juice into the cup. 4. Put the cup in the freezer and WAIT! 		On click, close itm_zone3_3.	



Dishes

dish	ingredient1	ingredient2	cam_reset
apple sauce	apples (slices)		sid_food_joke01-03
apple pie	apples (slices)		sid_food_joke01-03
grape jelly	grapes (cluster)		sid_food_joke04
grilled cheese	bread	cheese	sid_food_joke01-03
ketchup	tomatoes		sid_food_joke05
macaroni and cheese	macaroni	cheese	sid_food_joke01-03
mashed potatoes	potatoes		sid_food_joke01-03
pancakes	batter		sid_food_joke07
oatmeal	oats		sid_food_joke08
popcorn	corn kernels		sid_food_joke09
scrambled eggs	eggs		sid_food_joke10
toast	bread		sid_food_joke01-03
a toasted marshmallow	a marshmallow		sid_food_joke01-03
tomato soup	tomatoes		sid_food_joke06

