

FoodCritic

Warm up your palate and prepare to glimpse every ingredient hint to become the best food critic in this tasty puzzle game!



Introduction

FoodCritic is a mobile puzzle game where players play as novice food critics in their journey to reach the front page of culinary magazines. Players must guess the right ingredients for each dish presented to them. This game wants to deliver a calm and cozy experience targeted at puzzle lovers who want to test their intuition and deduction skills as well as food lovers who want to test their dish knowledge and learn some new recipes. Let's wield a fork, knife, and head to find the best ratatouille in the city!

Gameplay

In FoodCritic, in each level, players are presented with a series of dishes whose composition they must deduce. Each dish is depicted by an image, has a **list of ingredients** it could be made of and players must choose the right ones between them by tapping them from the list.

Players will start from easy dishes composed of one or two ingredients and climb the restaurant ladder to reach complex dishes that only an expert eye, a skillful nose, and a sublime palate can deconstruct. Early in the game, players could be asked to guess common dishes' ingredients like omelet ingredients for example.

Dishes images can be zoomed on and will have **visual clues that can be highlighted** about ingredients like, for the omelet, visible chopped chives or cheese coming out of the omelet as well as text clues about their scent like "this dish releases a sulfurous odor" to suggest the presence of eggs. Players also have **limited suggestions about the "taste"** that gives important clues about the dish.

Some dishes will have a **special secret ingredient** very hard to guess that, if guessed right, will grant bonuses and a perfect rating.

After choosing the wrong ingredient too many times the level is considered failed, the player loses a life and exits the level.

Lives can be earned back by waiting some time or buying them. A player can't keep on playing if has zero lives.

Each level is a restaurant and each restaurant can have one or more levels related to it. Restaurants are located in **zones** on a global map that is used to track the overall player progression.

After completion of each level, players are granted access to the next level. They will also receive **Career experience** to advance their FoodCritic level, and a **rating from 0 to 5 stars** based on performances like, completing the level, never choosing the wrong ingredient, how fast the player was in guessing dishes, guessing the secret ingredient, and so on.

After guessing perfectly a dish's ingredients a certain number of times, players will have access to the dish **recipe** to try to recreate themselves at home.

Conclusion

FoodCritic is a light and cozy experience addressed to older players due to its intuitive puzzle mechanics and food themes. Thanks to its controls and mechanics is really easy to get your hands on and start playing. Players only need sharp intuition and a love for food to jump in and climb the food critics' ladder. Start from the bottom, reach the top, and earn your respect in the food industry in FoodCritic!