



Dragon Chef



Setting

This game takes place at your team's restaurant in Ha Long Bay, Vietnam. This region is known for its beautiful sights and its unique seafood ingredients that would provide an incredible meal experience. The time period takes place in a time when modern technology was not around. There are many fishing boats and houseboats that fill the bay as well.





Learning Outcomes

An extremely important aspect of cultures is their foods and it can teach a lot about the livelihoods of the people. Through this game, players can learn about Vietnamese culture and discover what other people may eat around the world. By being more exposed to a new culture, players can widen their view of what food is and help destigmatized the idea of “weird” or “gross” food. Players can also learn to communicate with one another and work together to collect the best ingredients and create the best dishes possible.



Characters

There will be two sets of characters as there are two parts of this game. The first set of characters will be the foraging section where the team has to try to find the best ingredients possible.

1. Fisherman - in charge of creating a secure fishing rod and finding the best catch of the day
2. Diver - in charge of diving into the bay to collect shellfish or other creatures or ingredients (seaweed, etc.)
3. Gatherer - in charge of collecting fresh herbs or other ingredients from the land (includes milking cows and things like that)
4. Hunter - in charge of hunting for wild boar, deer or pheasants
5. Support - in charge of helping any other players with their positions, healing (first aid kit, etc.)

The second set of characters are the restaurant positions that the players will switch to at the end of the foraging period.

1. Head chef -in charge of deciding what dish to create and directing the other chefs and deciding the timing of creating the dishes and in charge of creating the entree
2. Sous chef - in charge of creating appetizers and entree
3. Prep chef (support) - in charge of prepping any ingredients needed by the other chefs
4. Pastry chef - in charge of creating the dessert or other prep items (noodles, rice, etc.)
5. Waiter - in charge of getting the food to the tables



Game Goal

The goal is to get the best ingredients possible to make the best dish. Players need to be able to fulfill each category of ingredient to try to create the most successful and tastiest dish. Each category of ingredient is 5 points, a meal can get a maximum of 25 points if they are able to fulfill each category of the dish and pair it to the best of their abilities. During the first stage when they have to forage for ingredients, the team must rely on each other and work together to get enough ingredients to fill each category. The categories are protein,

vegetable, grains/carbs, herbs and some kind of drink (fruit juices, etc). The team gets an automatic 1 point per category that they are able to collect ingredients for. The rest of the 4 points must come from how well they pair the ingredients when they cook the dish, how fast they cook the dish, and how well the dish is cooked (not burnt, etc.)



Obstacles

There will be different types of obstacles depending on which stage of the game the players are in. For example, during the foraging portion of the game, there will be many physical barriers such as strong currents, sea monsters, dangerous mountain cliffs and other physical obstacles. For the second stage of the game, timing will be extremely important as well as accuracy in dice rolls. During the second stage, figuring out what dish to create can also be a puzzle within itself and strategic as different dishes take different amounts of time to create and timing is important to get the food to the customer.



Excerpts from the Game

Sample 1

DM Description of the Environment

Today is a bright and sunny day by the crystal clear waters of Ha Long Bay. The royal family is coming to the restaurant tonight, and your team must prepare the greatest feast imaginable! It is well known that the King loves noodles! Tonight you want to prepare Bun Rieu which is a great noodle soup served with crab-egg roe with pork spare ribs and fresh tomatoes.



Your entire team is departing the house boat by getting on the fishing boat and must figure out which direction you all should go. Should you all split up? Should you all go to the perilous cove to help the diver find delicious crabs together? Should you all go

	hike the mountain with the hunter to look for wild boar or to help collect rice from the patty fields with the gatherer?
Choices Available to Players	<ul style="list-style-type: none"> - Split up - You all choose to go to the cove together with the diver and fisherman - You all choose to hike the mountains with the hunter and gatherer
DM Description of Consequences with Probabilities for Each	<p>Split Up Roll a 4 sided die <u>If you roll a 2 or less:</u></p> <ul style="list-style-type: none"> - Your team prepares to split up but as you are heading to shore to land to let the hunter and gatherer go to the mountains, a huge gust of wind and a strong and fast wave/current hits your boat. The team is knocked out and everyone awakes an hour later. The hunter and gatherer awake on the boat while the diver and support are stuck on shore. The fisherman is drifting on a driftwood somewhere in the bay. <p><u>If you roll a 3 or higher:</u></p> <ul style="list-style-type: none"> - The team successfully splits up and each character gets to pick which area/regions they want to go <p>Go with the diver/fisherman Roll a 6 sided die <u>If you roll a 1:</u></p> <ul style="list-style-type: none"> - You get to the cove with smooth sailing. The waves are calm today <p><u>If you roll a 2 to 4:</u></p> <ul style="list-style-type: none"> - The sky becomes cloudy as you are traveling to the cove, it looks like it will rain soon. The waves are becoming more rough as it is monsoon season soon. The strong current and waves are pushing your boat towards the tall rocks. It is up to your team to avoid them somehow <p><u>If you roll a 5 or higher:</u></p> <ul style="list-style-type: none"> - Your team sees a large mysterious shadow in the water. You all must be prepared to attack and defend yourselves. <p>Go with the hunter/gatherer in the mountains Roll a 6 sided die <u>If you roll a 1:</u></p> <ul style="list-style-type: none"> - You get to the mountain shore with smooth sailing. The waves are calm today. The team ascends into the mountains on a nice sunny day with the trees providing some shade. It isn't too long to reach the tops of the mountains where the boar and rice patty fields are <p><u>If you roll a 2 to 4:</u></p> <ul style="list-style-type: none"> - You land on the shore of the mountains and you all look up to see a steep cliffside. Its up to your team to climb it <p><u>If you roll a 5 or higher:</u></p> <ul style="list-style-type: none"> - When you get to shore, you hear something rustling in the

	bushes and trees. You must prepare ot attack and defend yourselves
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Sample 2	
DM Description of the Environment	<p>After you all have successfully collected your ingredients, you must prepare the great feast for the King and his family tonight. Your team heads back to the house boat kitchen to prepare for tonight. You have 3 hours to cook a great meal</p> <p>The head chef reminds you all that you are cooking Bun Rieu tonight and to prepare it swiftly. You now must figure out how to prepare it to the best of your abilities. With your team, decide what should be prepared first and how it should be prepared.</p>
Choices Available to Players	<ul style="list-style-type: none"> - Cook the pork spare ribs separately first - Prepare the tomatoes and broth - Make the rice noodles
DM Description of Consequences with Probabilities for Each	<p>Cook the pork The prep and sous chef roll a 4 sided dice separately <u><i>If you roll a 2 or less:</i></u></p> <ul style="list-style-type: none"> - The prep chef cuts up the meat perfectly - The sous chef seasons the water and brings it to a boil perfectly and is able to cook the meat tenderly <ul style="list-style-type: none"> - <i>This takes up an 45 minutes of cook time</i> - <i>4 points is given to the protein category</i> <p><u><i>If you roll a 3 or more:</i></u></p> <ul style="list-style-type: none"> - The prep chef messes up the cut and spills a third of the meat on the floor → the portion will now be smaller - The sous chef overcooks the meat and doesn't flavor it enough → dry and bland meat <ul style="list-style-type: none"> - <i>This takes up an hour and 15 minutes</i> - <i>2 points is given to the protein category</i> <p>Prepare the tomatoes and broth The head chef roll a 4 sided dice <u><i>If you roll a 2 or less:</i></u></p> <ul style="list-style-type: none"> - The head chef chops up the tomatoes perfectly and peels the skin so it is nice and tender - The soup is seasoned nicely and there is a nice thin red oil layer for the appearance and flavor <ul style="list-style-type: none"> - <i>This takes up 30 minutes</i> - <i>4 points is given to the vegetable category</i> <p><u><i>If you roll a 3 or more:</i></u></p> <ul style="list-style-type: none"> - The head chef forgets to peel the tomatoes and the skin is fibrous - You forget to stir the bottom of the pot and the tomatoes burn on the bottom

- *This takes up 45 minutes*
- *2 points is given to the vegetable category*

Make the rice noodles

The pastry chef roll a 4 sided dice

If you roll a 2 or less:

- You mash the rice into a paste and create the noodle dough
- The dough is rolled out nice and consistently thin and you steam it in a bamboo basket → not too soft and not too hard, just right
 - *This takes up to an hour and 15 minutes*
 - *4 points is given to the carbs category*

If you roll a 3 or more:

- You add too much starch to the dough, and it becomes slightly crumbly and hard to work with
- The dough when rolled out is uneven because of this and since its uneven, the noodles are cooked a little unevenly
 - *This takes up an hour and 30 minutes*
 - *2 points is given to the carbs category*