

# Now you're (virtually) cooking!

By MARTIN ENRIQUE H. OROSA

"You should play it. I swear it's like you're really cooking!" I couldn't help but tell my friends as I excitedly narrated how much fun I had playing Cooking Academy. I dare say that if you're a foodie or perhaps a chef, or if you know someone who is, this is a computer game seriously worth having.



Photo by: Biboo Verida



Cooking Academy, created by Fugaz for Big Fish Games, is not your typical collect-money-as-fast-as-you-can-from-sales kind of game. In fact, you don't have to build or sell anything at all. In Cooking Academy, the player's main objective is to simply graduate from a fictional culinary school. In order to do so, the player has to cook a series of mouthwatering dishes in five categories – appropriately named appetizer, breakfast, lunch, dinner, and dessert – and pass the different exams given at the end of each level. Each dish is then graded – C- is the passing mark – according to how well you scored by following each step in the given recipe.

Sounds simple? The game's difficulty lies in being able to strictly follow the instructions prompted by the current level's chef-instructor, in a given amount of time (finishing ahead of time gives you bonus points), and most importantly, at the right moment. Some of these instructions include pretty easy ones such as adding salt or pepper, dicing onions, grating cheese, and slicing tomato. Then, there are also tricky ones as well such as separating egg yolks, grilling food to perfection, and even meticulously piping frosting on a cupcake. As you move on to the next dishes, the assigned recipes



“What I really like and appreciate about this game is that it stays true to how we cook in reality.