



Tiny Cook

Trabalho realizado por: Ana Antunes, 21200771

CONTENTS

| | |
|-------------------------------|----|
| Revision History | 6 |
| Game Overview..... | 7 |
| Title | 7 |
| Gender | 7 |
| Target | 7 |
| Platform | 7 |
| One Sentence Resume | 7 |
| Gameplay Overview | 7 |
| Game Mechanics Overview | 8 |
| Gameplay | 9 |
| Game Goal..... | 9 |
| Game Modes..... | 9 |
| Casual Mode | 9 |
| Freestyle Mode | 9 |
| Cook along Mode | 10 |
| Core Gameplay..... | 10 |
| Cookbook | 10 |
| Fridge | 11 |
| Prep | 11 |
| Cook | 11 |
| Special Days..... | 11 |
| Tutorials | 11 |
| Game Mechanics..... | 12 |
| Camera | 12 |
| Control Scheme..... | 12 |
| Common..... | 12 |

| | |
|---------------------------|----|
| Cookbook | 12 |
| Prep | 13 |
| Oven | 13 |
| Stove | 14 |
| Game Mode | 14 |
| Casual Mode | 14 |
| Freestyle..... | 15 |
| Cook Along Mode..... | 16 |
| Kitchen | 16 |
| Cookbook | 16 |
| Stove | 16 |
| Oven | 17 |
| Fridge | 17 |
| Appliances Cupboard | 17 |
| Utensils Cupboard..... | 18 |
| Counter | 18 |
| Checkpoints..... | 19 |
| Game Over | 19 |
| Interface..... | 21 |
| Overview | 21 |
| HUD | 21 |
| Inventory..... | 21 |
| Pause..... | 21 |
| Picked Appliances | 21 |
| Picked Utensils | 21 |
| Screens..... | 22 |
| Studio Logo Screen..... | 22 |
| Engine Logo Screen | 22 |

| | |
|--|----|
| Start Game Screen | 22 |
| Character Creation Screen | 22 |
| Main Menu Screen..... | 22 |
| Casual Screen | 23 |
| Cook Along Screen | 23 |
| Game Screen | 24 |
| Options Screen | 30 |
| Credits Screen | 30 |
| Screen Flow | 31 |
| Environment | 32 |
| Look and Feel | 32 |
| Graphic Style | 32 |
| Colour Scheme | 32 |
| Sounds..... | 32 |
| Music..... | 32 |
| Sound Effects | 32 |
| Annex | 34 |
| Annex 1: Taste Buds Complementary Flavours – Fish | 34 |
| Annex 2: Taste Buds Complementary Flavours – Meat..... | 35 |
| Annex 3: Taste Buds Complementary Flavours - Poultry..... | 36 |
| Annex 4: Taste Buds Complementary Flavours – Greens & Salad..... | 37 |
| Annex 5: Taste Buds Complementary Flavours – Root Vegetables | 38 |
| Annex 6: Taste Buds Complementary Flavours - Bulbous Stem Vegetables | 39 |

REVISION HISTORY

| VERSION | DESCRIPTION |
|---------|--|
| V 1.0 | Topics and previous work added to the document |
| V 2.0 | Re-design of the GDD topics |
| V.2.1 | Re-write of topics previously produced |
| V.2.1 | Definition of the game modes |
| V.2.2 | Added information on tutorials |
| V.3.0 | Environments established. |
| V.3.1 | Added several Annexes |
| V.3.2 | Added information on the screens |
| V.3.3 | Added information on the HUD |
| V.4.0 | Added information on the game camera, checkpoints and game over |
| V.4.1 | Added information on the game mechanics of each game mode |
| V.4.2 | Added information on the game mechanics for each kitchen element |
| V.4.3 | Established control scheme |
| V.5.0 | Cover added and title colors changed |

GAME OVERVIEW

Title

Tiny Cook

Gender

The game focuses on helping people understand how easy and appetizing it can be to. As such, the game is a simulation casual game.

Target

The player is someone willing, if not wanting, to learn new and healthy recipes. This might have a direct correlation to weight loss or particular health conditions, as well as pure curiosity. Therefore, the game is suitable for a bigger age group, making the game target age group people from the age of 6 up.

Platform

Android Tablets, iPads and Windows Surfaces.

One Sentence Resume

This game offers a new perspective in the lost art of cooking, helping people not only see that cooking can be fun, easy and healthy, but also giving them the tools to start experimenting in the kitchen.

Gameplay Overview

The game offers three different modes, each focusing on a specific theme.

The “Casual” consists on placing the player in charge of a house kitchen, having him cook dishes for the household, learning from experience. This mode focuses on educating the player on following and understanding recipes.

The “Freestyle” mode provides freedom to create new recipes and have them evaluated. This mode focuses on the player’s creativity to form his own recipe.

The “Cook Along” mode allows the player to cook at his own kitchen alongside an explanation of the steps in the game session. This mode focuses on helping the player while he tries to cook by himself.

Game Mechanics Overview

The game allows the player to cook several dishes and ingredients using different techniques, like cutting, slicing, mincing, mixing, fry, boiling, grilling, through three different modes.

GAMEPLAY

Game Goal

The game teaches real recipes with an accurate description of the steps needed to perform and complete them. This allows an easy transfer of knowledge to the real world and encourages people to cook. The ultimate goal of the game is, therefore, raising the player's awareness of the joys of cooking, helping them learn recipes and providing the tools to follow them at will.

Game Modes

Casual Mode

Goal

This game mode goal focuses on educating the player on following and understanding recipes and, eventually, replicate them in the player's home kitchen.

Character

In order to establish a stronger connection with the player, the game allows the personification of the character's avatar.

Description

In this game mode the player takes the role of the head of the family, having to cook for them at least once per week. If a week goes by and the player hasn't fed his family, then the family will gain weight due to eating frozen food. To remove the family's weakly added weight, the player has to play at least once every day for a week.

This game mode uses the current time to select recipes accordingly to the day of the week. Therefore, the game provides some challenges in certain days.

Freestyle Mode

Goal

This game mode goal focuses on increasing the player's creativity when combining ingredients without a recipe to follow.

Description

In this game mode the player is given access to every ingredient in the game. His task is to pick ingredients, combining them, creating recipes of his own. These recipes can be saved later, alongside the steps he took, and accessible in the other modes.

Each invented recipe will be judged accordingly to a complementary flavors system (seen Annex 1, 2, 3, 4, 5 and 6), providing feedback on the percentage of tastiness of the dish, as well as indicating what ingredients in the recipe are complements.

In this game mode, in order to prevent the player from copying a recipe, the cookbook is not selectable. Otherwise, the game is played just like the Casual mode.

Cook along Mode

Goal

The goal of this game mode is simply helping the player follow a recipe step by step, allowing him to cook in his own kitchen.

Description

This game mode provides a visualization and, at times, realization of a recipe picked at the start of the game.

Some steps contain only the visualization of the actions the player has to partake to complete a recipe, supported with text, to help prevent kitchen accidents. But whenever the recipe provides a safe environment to stop for a moment, the player is asked to play that step as if in any other game mode. However, the player can refuse to play and simply skip to the explanation of the step.

In this game mode, only the ingredients, appliances and utensils needed are available.

Core Gameplay

Cookbook

The player is able to interact with a cookbook in order to look at the ingredients and the steps necessary to produce a dish. He is also able to upgrade it, unlocking recipes, or pick a recipe, or several, amongst the unlocked recipes to cook for a special occasion. The player is also able to upgrade the cookbook by adding personal notes. These will be readable in the “Logbook” section at the main menu.

Fridge

During the course of the game, the player is able to select from an array of ingredients the ones to use in each recipe. The player is able to go back to the fridge at any time during the progression of the recipe.

Prep

Before using the ingredients in any recipe, the player can chop, mince, and cube them, among other prep techniques, using the appropriate utensils like knives, pots, graters, among others for each recipe. This can be done several times during the progress of the recipe.

Cook

In order to cook the ingredients, the player can boil, fry, and bake them, among other cooking techniques, using the appropriate appliances like oven, stove, and grill, among others. The can be done several times during the progress of the recipe.

Special Days

During the course of the game, the player is asked to prepare special thematic recipes for special days, either holidays like Christmas or just dinner with friends. In these, the player is asked to make more than one recipe, or to make them under a certain time.

Tutorials

When the player starts his first game session, tutorials are prompt each time he selects a new game scene like the fridge or the stove, explaining how to the mechanics work.

GAME MECHANICS

Camera

The camera of the game is a fixed camera and, therefore, not manageable by the player.

Control Scheme

Common

Select Button/Appliance/Utensil



To perform a selection, the player has to tap once on the screen.

Select Ingredient



To select an ingredient, the player can either tap it or drag-and-drop it using one finger.

Open/close Cupboard/Oven



To open or close a cupboard or oven, the player has to hold the door handle with one finger and slide it to the side he wishes.

Cookbook

Swipe Pages



To swipe the page, the player has to, with one finger, hold it on the screen and swipe it either to the right or left side of the screen.

Select Page



To select a page from the book, the player has to simply tap and hold one finger over the selected recipe.

Highlight Page



To highlight a passage of the recipe, the player has to double tap the portion of the text, which highlights a word or simple sentence. If the player wants to increase the range of that highlighted area, the player can hold spread it until satisfied.



Prep

Slice Ingredients



To slice an ingredient, the player has to hold and drag one finger over the selected ingredient in a slicing motion.

Mix Ingredients



To mix ingredients in a recipient, the player has to first of all select an ingredient to add to the recipient. The player can then select a utensil to use.



If a blender/mixer is used, the player has to start them by tapping with one finger over the appliance.

If a spoon/finger is used alongside a mixing bowl, the player has to hold and spin the finger over the utensil.

Place ingredients



If an ingredient is positioned in the counter, to move it on the screen, the player has to



hold-and-drag the finger over the ingredient.

Oven

Select Temperature



To select the temperature of the oven, the player has to hold and spin the finger over the temperature button.



Stove

Select Temperature



To select the temperature of the stove, the player has to hold and spin the finger over the temperature button.



Stir Food



To stir food, the player select an appropriate utensil in the first place. The player has to, then, hold and spin the finger over the stove.



Flip Ingredients



To flip the ingredients, the player has to hold two fingers over the ingredient, flicking the finger upwards.



Flip Food



To flip food, the player has to hold two fingers over the utensil in use to hold the whole meal, flicking the finger upwards.



Game Mode

Casual Mode

Unlocking Ingredients

A new ingredient is unlocked by the player each time he completes one or more recipes 3 days in a row. A notification is displayed and this new ingredient is added to the fridge.

Unlocking Recipes

Recipes are unlocked if the player has the necessary ingredients to perform them.

If the player unlocks an ingredient that would unlock two or more recipes, the player is awarded all of them at once.

Calendar

Holidays

This game mode follows the current calendar. During seasonal holidays, specific recipes which require ingredients previously unlocked are automatically added to the cookbook. However, these recipes are only available during that season.

Weekends

During weekends, despite the holidays, the player is given an opportunity to perform special tasks like cooking for a dinner party, having to cook more recipes at once.

If the player takes on this opportunity, he is rewarded with two extra ingredients. These are stackable with the “3 days rule” as previously explained in the Unlocking Ingredients section.

Family

In this game mode, the player is needed to feed his family. If the player fails to feed his family for over a week, the family will gain weight. In order to eliminate that extra weight gain, the player has to play at least once per day for a week.

During the progress of the game, the player might get random requests from his family members into cooking a specified dish.

Freestyle

Ingredients

In this game mode, every ingredient that exists in the game is available to the player. The player is also able to pick as many ingredients as he wishes.

Taste Matching

Each recipe the player creates is graded through a taste matching system (see annex 1, 2, 3, 4, 5 and 6). If a recipe excels in complementary flavors, the dish is highly rated. If it lacks complementary flavors, the dish is highly criticized.

Time

This game mode offers no time limit or consequences.

Cook Along Mode

Recipes

In this game mode, every recipe previously unlocked in the Casual mode is available.

Meal Size

The player is able to personalize the recipe by indicating the meal size he wishes to produce. The recipe will, then, automatically adjust to the size given. If no size is given, the game assumes the player is cooking for himself.

Time

This game mode offers no time limit or consequences.

Kitchen

Cookbook

The Cookbook allows the player to open it, browse it, select a recipe and highlight passages. After picking a recipe, the cookbook is still available to the player at any time, but no more recipes can be browsed.

Stove

The Stove allows the player to cook ingredients with specific tools and techniques.

Frying Pan

The Frying Pan allows the player to fry ingredients.

Cooking Pot

The Cooking Pot allows the player to cook ingredients into soups or others.

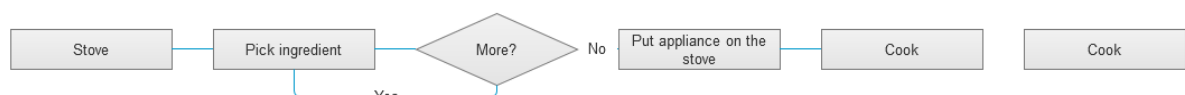
Saucepan

The Saucepan allows the player to combine ingredients into a sauce.

Pressure Cooker

The Pressure Cooker allows the player to cook ingredients with high levels of humidity and higher temperatures.

Flowchart



Oven

The Oven allows the player to cook ingredients with specific tools and techniques.

Cake Tin

The Cake Tin allows the player to cook cakes.

Oven Plate

The Oven Plate allows the player to allocate ingredients over it, cooking them.

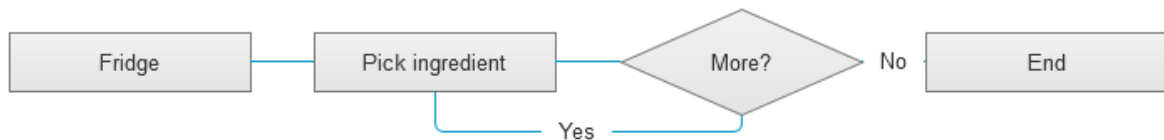
Flowchart



Fridge

The Fridge contains more ingredients than necessary for the recipe inside it. Whenever the player accesses it, he is able to pick the ingredients to bring with him in order to use in the recipe. However, he is free to pick other ingredients than those mentioned in the recipe.

Flowchart



Appliances Cupboard

The Appliances cupboard contains several appliances like blenders, toasters, kettles, among others.

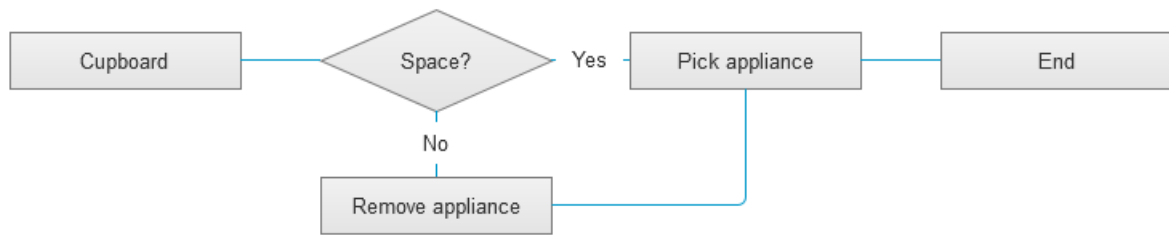
The player is able to pick only one appliance per time. After picking one, the appliance is shown either at the counter or at the stove, depending on its nature, and an indication in the HUD is given to the player.

If the player decides he needs a new appliance, he has to return the appliance previously picked to the cupboard in order to make space for a new appliance.

In this cupboard the player can select:

- Toasters
- Blender
- Mixer
- Kettle

Flowchart



Utensils Cupboard

The Utensils cupboard contains several utensils like skimmers, spatulas, spoons, among others.

The player is able to pick up to three utensils. These are added to the counter and an indication in the HUD is given to the player.

If the player decides he needs a new utensils, he has to return one or more utensils previously picked to the cupboard in order to make space for a new utensils.

In this cupboard the player can select:

- Spoon
- Mixing Bowl
- Frying Pan
- Cooking Pot
- Saucepan
- Pressure Cooker
- Cake Tin
- Oven Plate

Flowchart



Counter

The Counter allows the player to prep the ingredients in order to cook them.

Toasters

With the Toaster, the player is able to toast the bread to use in some recipes.

Blender

With the Blender, the player is able to select ingredients, blending them into a pulp.

Mixer

With Mixer, the player is able to mix ingredients into a dough.

Kettle

With the Kettle, the player is able to quickly boil water.

Knife

With the Knife, the player is able to perform a series of techniques while cutting the ingredients, such as slicing, cubing or mincing.

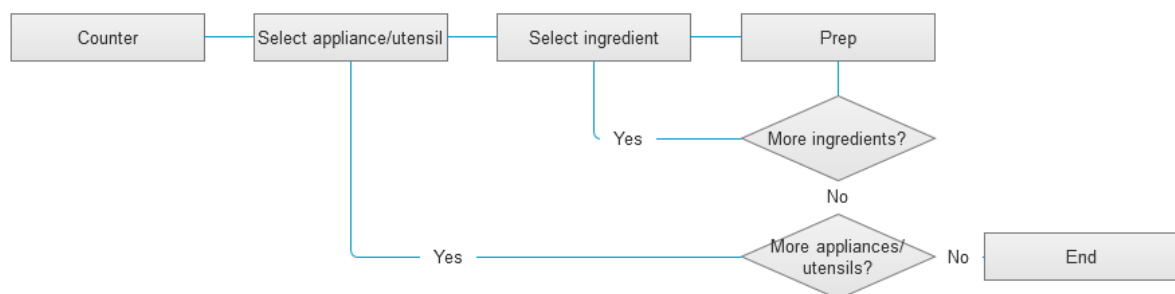
Spoon

With the Spoon, the player is able to mix ingredients in a bowl.

Mixing Bowl

With a Mixing Bowl, the player is able to contain ingredients while they are mixed together.

Flowchart



Checkpoints

The player is not able to save any game session at will. However, the game will automatically save the game session every time a step on the completion of a recipe is concluded.

If the player decides to leave the game session in the middle of one of the steps, next time the player continues the game, the game will pick up in the beginning of said step.

Game Over

The game does not have a traditional game over. However, in the Casual mode, if the player does not visit his family for over 3 months, he is forced to start a New Game. This deletes half of the recipes

and ingredients available in the Casual mode game, not influencing the Freestyle nor the Cook Along modes.

If the player, during the course of the game, burns ingredients while cooking, the player has to prep those ingredients again before being able to cook them

INTERFACE

Overview

The game allows interactivity with the cookbook, kitchen stove, oven, fridge, two distinct closets, a knife set, sink and an empty counter.

HUD

Inventory

An ingredients inventory bar is displayed at the top of the screen. This bar is scrollable and can contain as many ingredients as the player wishes.

This bar is always available during the course of the game.



Pause



A pause button is displayed at the right top corner of the screen, right next to the inventory bar.

The button is always available during the course of the game.

Picked Appliances

The appliances picked by the player are displayed on the bottom right corner of the screen.

When inaccessible, these displays are shaded in grey. If an appliance is selectable during the course of the game, its icon is displayed with color.

These indications are always available during the course of the game.

Picked Utensils

The utensils picked by the player is displayed on the bottom right corner of the screen, on top of the appliances.

When inaccessible, this display is shaded in grey. If a utensil is selectable during the course of the game, its icon is displayed with color.

This indication is always available during the course of the game.

Screens

Studio Logo Screen

The Studio Logo Screen is shown at the beginning of the game for one or two seconds, informing the player of the studio responsible for the production of the game.

Engine Logo Screen

The engine Logo Screen is shown at the beginning of the game for one or two seconds, following the Studio Logo Screen, informing the player of the engine used in the production of the game.

Start Game Screen

The Start Game Screen is the first interactive screen presented to the player. If touched, the screen simply directs the player to the Main Menu Screen or Character Creation Screen if this is the first time playing the game.

It displays, in the background, a scrolling image of the main kitchen area.

Character Creation Screen

In the Character Creation Screen, the player is able to pick physical characteristics, like body shape or head shape, sex, as well as the style of hair, hair colour and eye colour through distinct sliders.

After the player completes his character, he is directed to the Main Menu Screen.

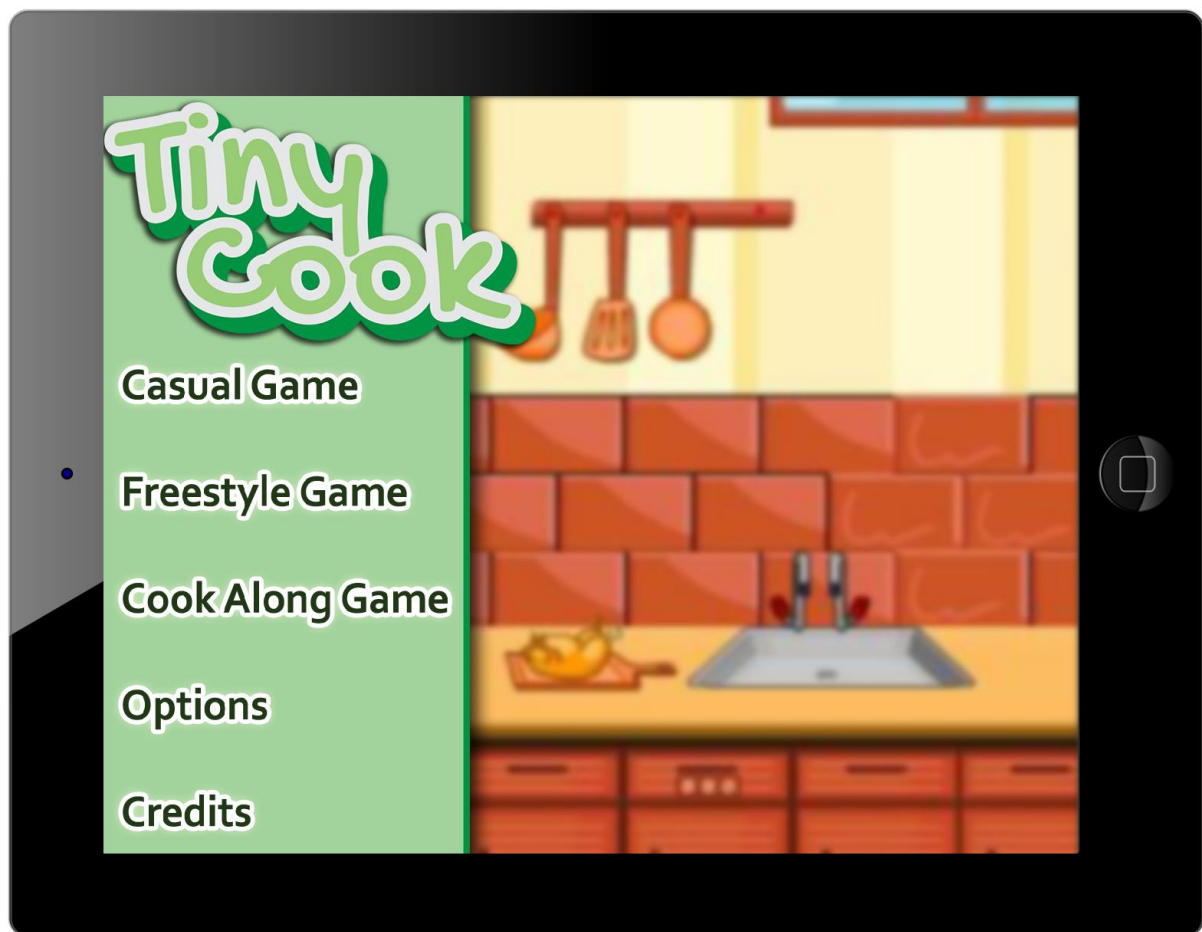
Main Menu Screen

In the Main Menu Screen the player can select one of several game modes, as well as changing his settings or watching the credits of the game. The buttons are displayed at the left side of the screen while the Exit button on the right side.

From here the player can choose to:

- Start a Casual game
- Start a Freestyle game
- Start a Cook Along game
- Go to the Options
- Go to the Credits
- Exit the game

Example



Casual Screen

In the Casual Screen the player is able to decide if he wants to continue a previously saved game session or if he wants to start a new game.

After making his selection, the player is directed to the Kitchen Screen. If this is a New Game, the player is presented with a simple cut scene explaining the situation, followed by a simple tutorial.

From here the player can choose to:

- Start a New Game
- Start a previously saved game
- Go back to the Main Menu

Cook Along Screen

In the Cook Along Screen the player picks a recipe to follow before he is directed to the Kitchen Screen

From here the player can choose to:

- Choose a recipe

- Go back to the Main Menu

Game Screen

Regardless of the game mode chosen, the game screen is the same. In the Game Screen, the player is able to pause the game or check the HUD for informations on the game progression.

The inventory bar is displayed at the top of the screen, the pause button on the right top corner of the screen and the picked appliance and utensils at the right bottom corner of the screen.

From here the player can choose to:

- Pause the game, directing the player to the Pause Menu
- Play the game

Example



Kitchen Screen

The Kitchen Scene is the equivalent of the Main Menu of the game session. In it, the cookbook, stove, oven, fridge, cupboards and counters are selectable to the player.

The player is always able to go back to a specific screen anytime he wants.

From here the player can choose to:

- Choose or consult the recipe
- Cook the ingredients in the stove
- Cook the ingredients in the oven
- Choose the ingredients from the fridge
- Choose appliances and/or utensils from the cupboards
- Prep the ingredients at the counter
- Pause the game, directing the player to the Pause Menu
- Go back to the Kitchen Screen

Example



Cookbook Screen

The player is able to, at any time, select the cookbook in order to check what to do next. Each recipe will have an indication of the calories intakes, as well as a list of the most common allergenic ingredients contained in the recipe.

From here the player can choose to:

- Browse and pick a recipe
- Go back to the Kitchen Screen

Example:



Stove Screen

The Stove Screen displays a stove with two stove heads and two heat knobs. Next to each heat knob, a digital screen displays the temperature chosen by the player. The stove will be displayed in a frontal top view.

Any of the settings is displayed at a bigger scale in a special screen at the bottom left corner.

From here the player can choose to:

- Cook the ingredients
- Pause the game, directing the player to the Pause Menu
- Go back to the Kitchen Screen

Example:



Oven Screen

The Oven Screen shows only the oven door, oven settings knob, heat knob and timer, besides a start/stop button. The oven is shown in a slightly top but front view.

Any of the settings is displayed at a bigger scale in a special screen at the bottom left corner.

From here the player can choose to:

- Cook the ingredients
- Pause the game, directing the player to the Pause Menu
- Go back to the Kitchen Screen

Example:



Fridge Screen

The Fridge Screen will display ingredients in the fridges racks on the left side of the screen, selectable by the player, while the open door is displayed on the right side of the screen. Stuck to the open door, a list of the ingredients necessary for the realization of a recipe is displayed. If the player hasn't picked a recipe yet, then the list is simply blank.

Selecting an ingredient will show, under the ingredients list, an indication to the benefits of consuming such ingredient, as well as the calories it contains.

From here the player can choose to:

- Pick the ingredients
- Pause the game, directing the player to the Pause Menu
- Go back to the Kitchen Screen

Example:



Appliances Cupboard Screen

The Appliances Cupboard Screen displays, at the right side of the screen, a cupboard with several appliances on its shelves. These appliances are displayed in a uniform size despite their real size.

From here the player can choose to:

- Pick the appliance
- Pause the game, directing the player to the Pause Menu

- Go back to the Kitchen Screen

Utensils Cupboard Screen

The Utensils Cupboard Screen displays, at the right side of the screen, a cupboard with several utensils on its shelves. These appliances are displayed in a uniform size despite their real size.

From here the player can choose to:

- Pick the utensils
- Pause the game, directing the player to the Pause Menu
- Go back to the Kitchen Screen

Counter Screen

The Counter Screen provides the player an appropriate environment to prep the ingredients to be later cooked. As such, the appliance and utensils can now be selected and used with the ingredients previously chosen. A kitchen knife set is displayed on the left side.

From here the player can choose to:

- Prep the ingredients
- Pick a knife through the Knife Screen
- Pause the game, directing the player to the Pause Menu
- Go back to the Kitchen Screen

Example:



Knife Screen

The Knife Screen serves the sole purpose of picking a knife appropriate to the technique to perform. As such, this screen displays a group of knives. Selecting one displays the information, in an appropriate text box, of the uses the knife has. The player then decides which knife to use, returning to the Counter Screen.

From here the player can choose to:

- Pick a knife
- Go back to the Counter Screen

Pause Screen

The Pause Screen will pause the current game, allowing the player to, check the options or leave the game session.

From here the player can choose to:

- Go to the Options Screen
- Leave the current game session to the Main Menu Screen
- Go back to the current game session

Options Screen

In the Options Screen, the player is able to personalize some game characteristics, such as volume, subtitles as well as modifying his character.

From here the player can choose to:

- Modify options
- Go back to the Character Creation Screen
- Go back to the Main Menu Screen or the Kitchen Screen

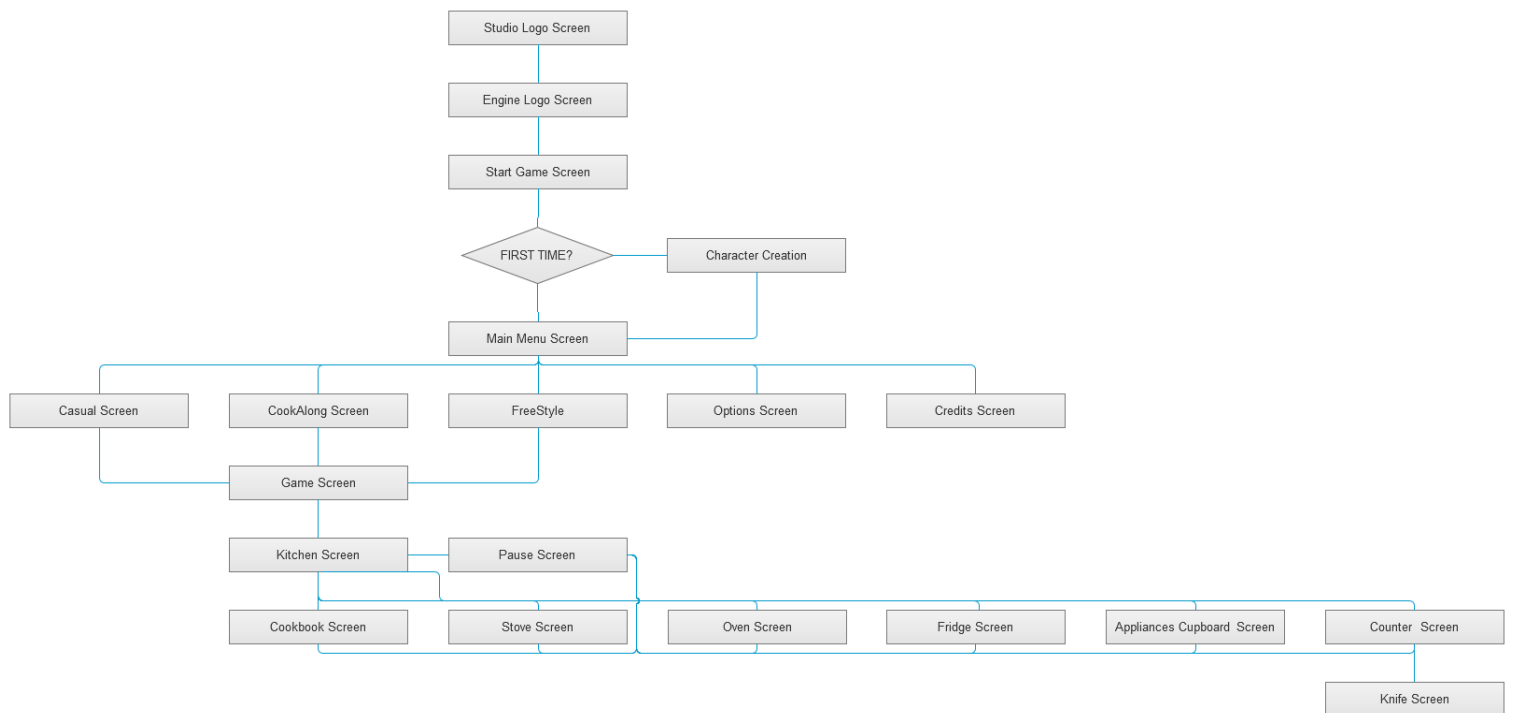
Credits Screen

The Credits Screen displays the names of the people involved in the creation of the game, as well as a reference to the software used. The credits will be displayed in a static screen that can be scrollable at the players wish.

From here the player can choose to:

- Read the credits
- Go back to the Main Menu Screen

Screen Flow



ENVIRONMENT

Look and Feel

Graphic Style

The game offers a comic like style, with 2D characters, objects and ingredients all made in vectors.

The characters drawings, whenever needed to be shown, have limbs connectors, making it possible to animate in certain scenes, like in the game “Candy Crush”.

The ingredients are static images. If cooked or chopped, the ingredient image will dynamically change into a new one.

The objects, like the characters, have movement when needed, like cupboard doors opening or mixers spinning.

Colour Scheme

The game offers strong, warm and slightly bright colours, both for ingredients, objects or characters.

Sounds

Music

The game has to offer a small playlist of light-hearted simple songs that will continuously play during the gameplay. These songs take into consideration the beat and speed of the game challenge, adapting themselves to different situations. For example, while cutting ingredients is considered a calm situation, where the player can take his time, frying ingredients for too long leads them to get burned. However, changing from one song to another is done in an organic and natural way, not forcing any break while changing song.

Although the game offers different game modes, the playlist will be the same.

The game also has a specific song for any menu outside the game session, and another when the game ends.

Sound Effects

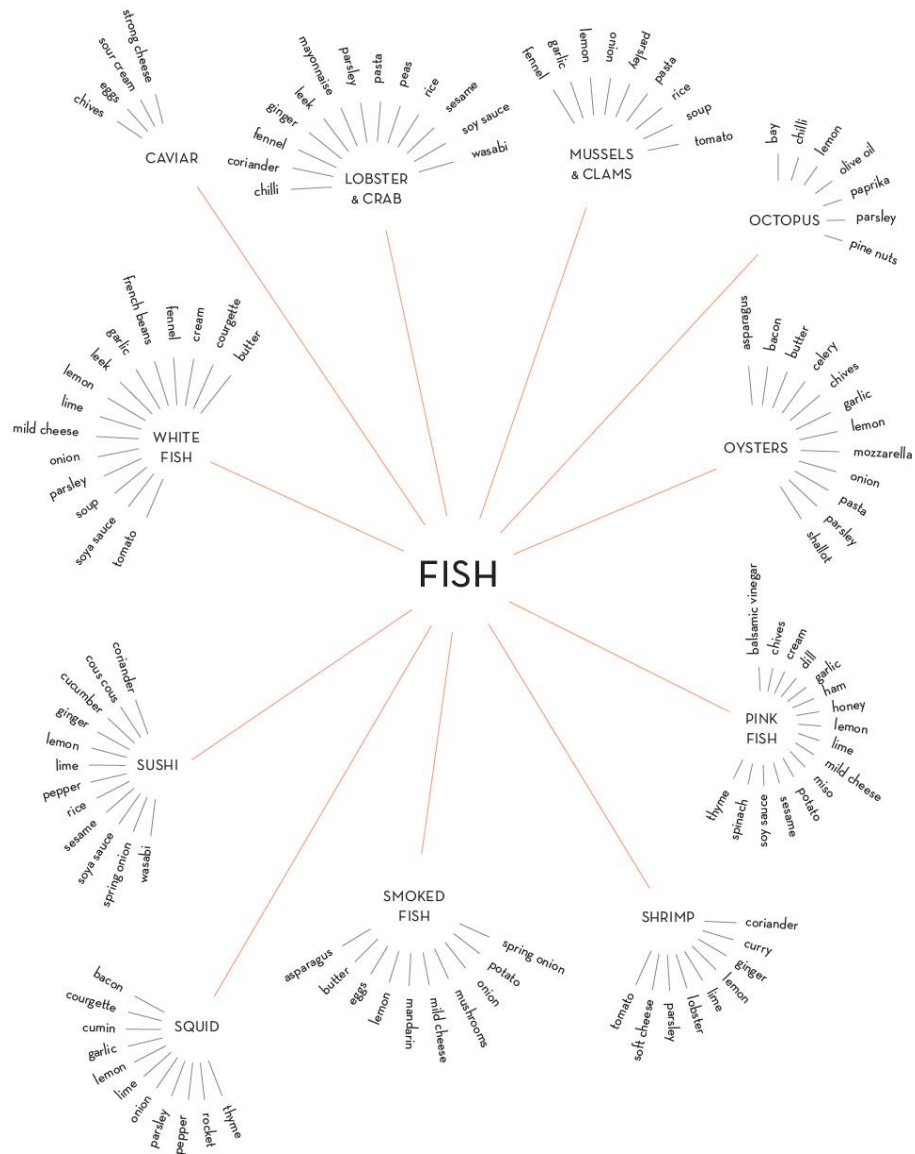
Any action the player takes has a specific sound effect, conforming that same action with the purpose of giving the player constant feedback on his actions. For example, while cutting ingredients the player is able to see the knife cutting and listen to the chop motion. This sound differs from a cupboard opening or an ingredient frying.

Whenever a character talks to the player, her or his lines will be heard.

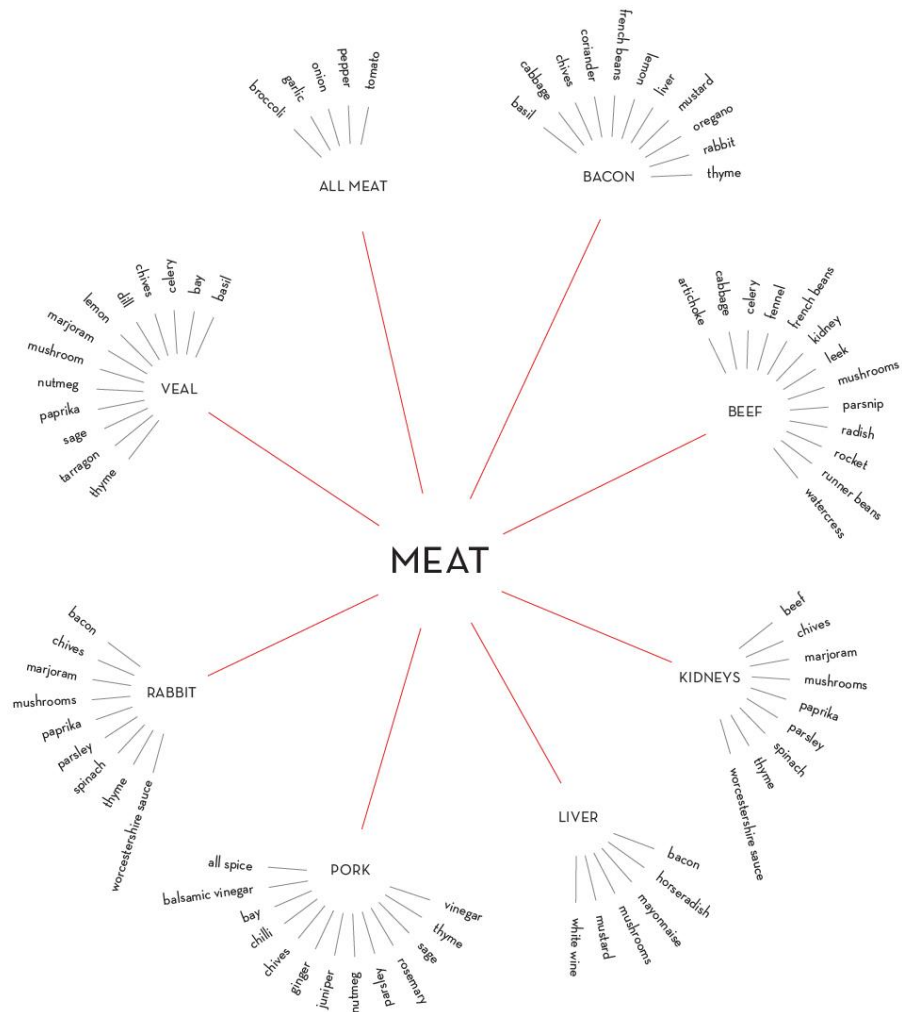
Whenever the player correctly performs, the game gives an indication through a positive sound. In return, whenever the player correctly performs, the game gives an indication through a positive sound.

ANNEX

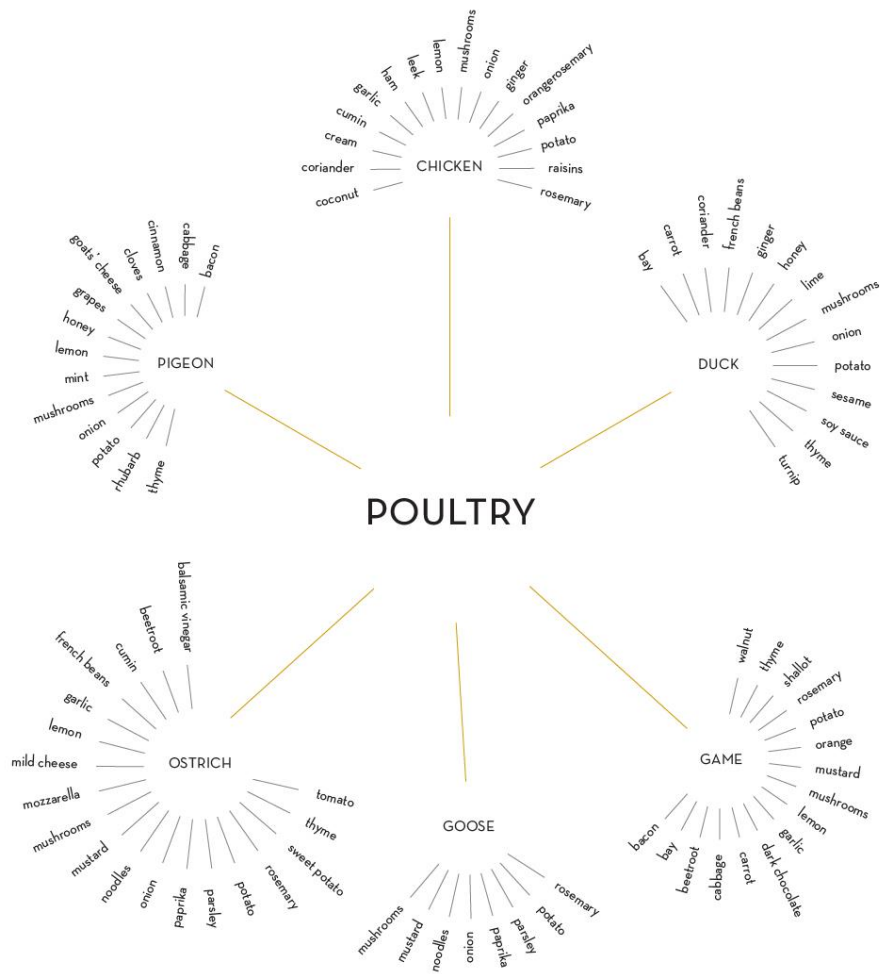
Annex 1: Taste Buds Complementary Flavours – Fish



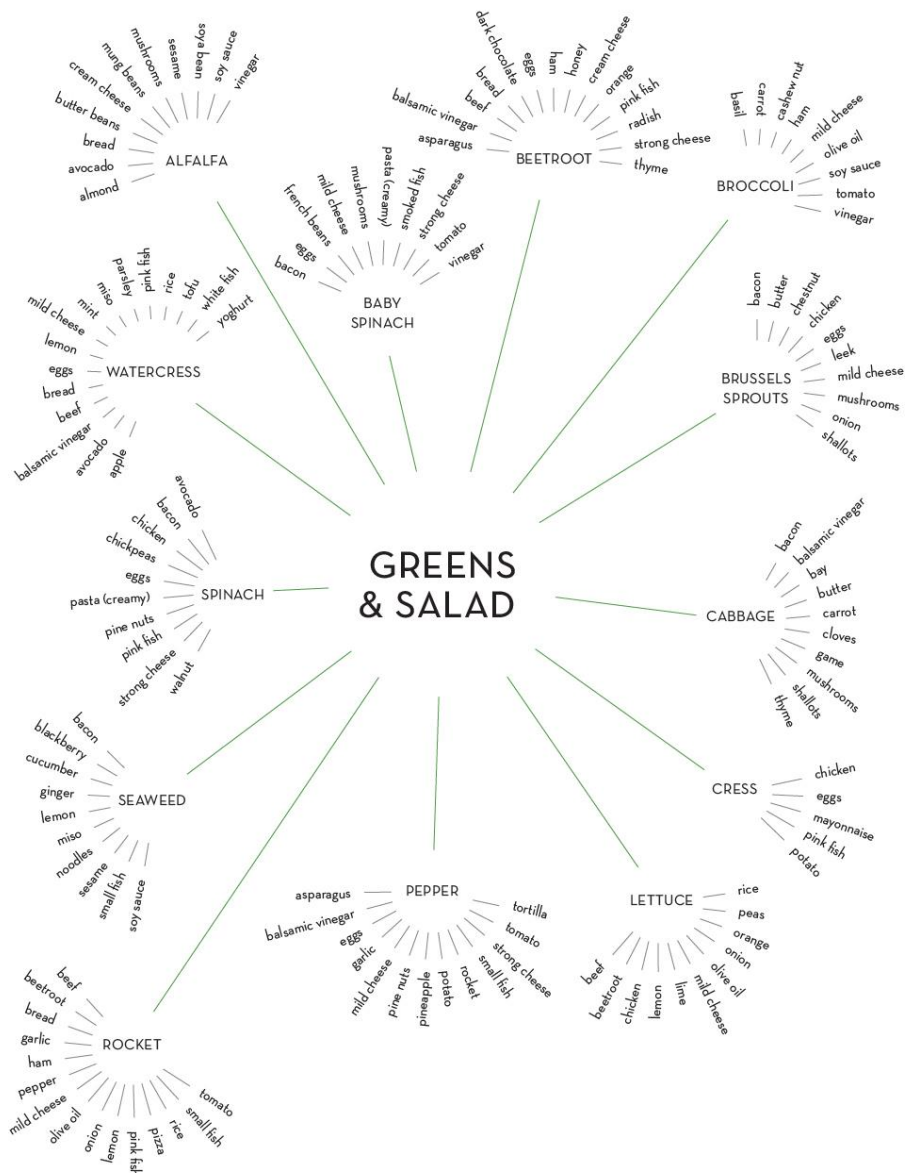
Annex 2: Taste Buds Complementary Flavours – Meat



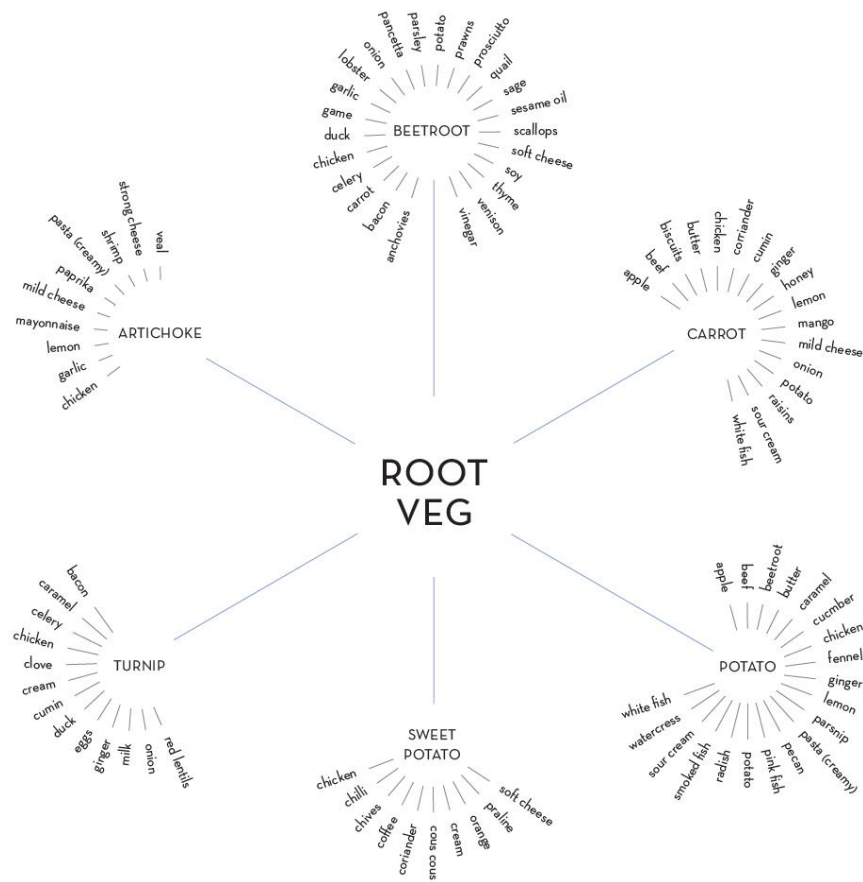
Annex 3: Taste Buds Complementary Flavours - Poultry



Annex 4: Taste Buds Complementary Flavours – Greens & Salad



Annex 5: Taste Buds Complementary Flavours – Root Vegetables



Annex 6: Taste Buds Complementary Flavours - Bulbous Stem Vegetables

