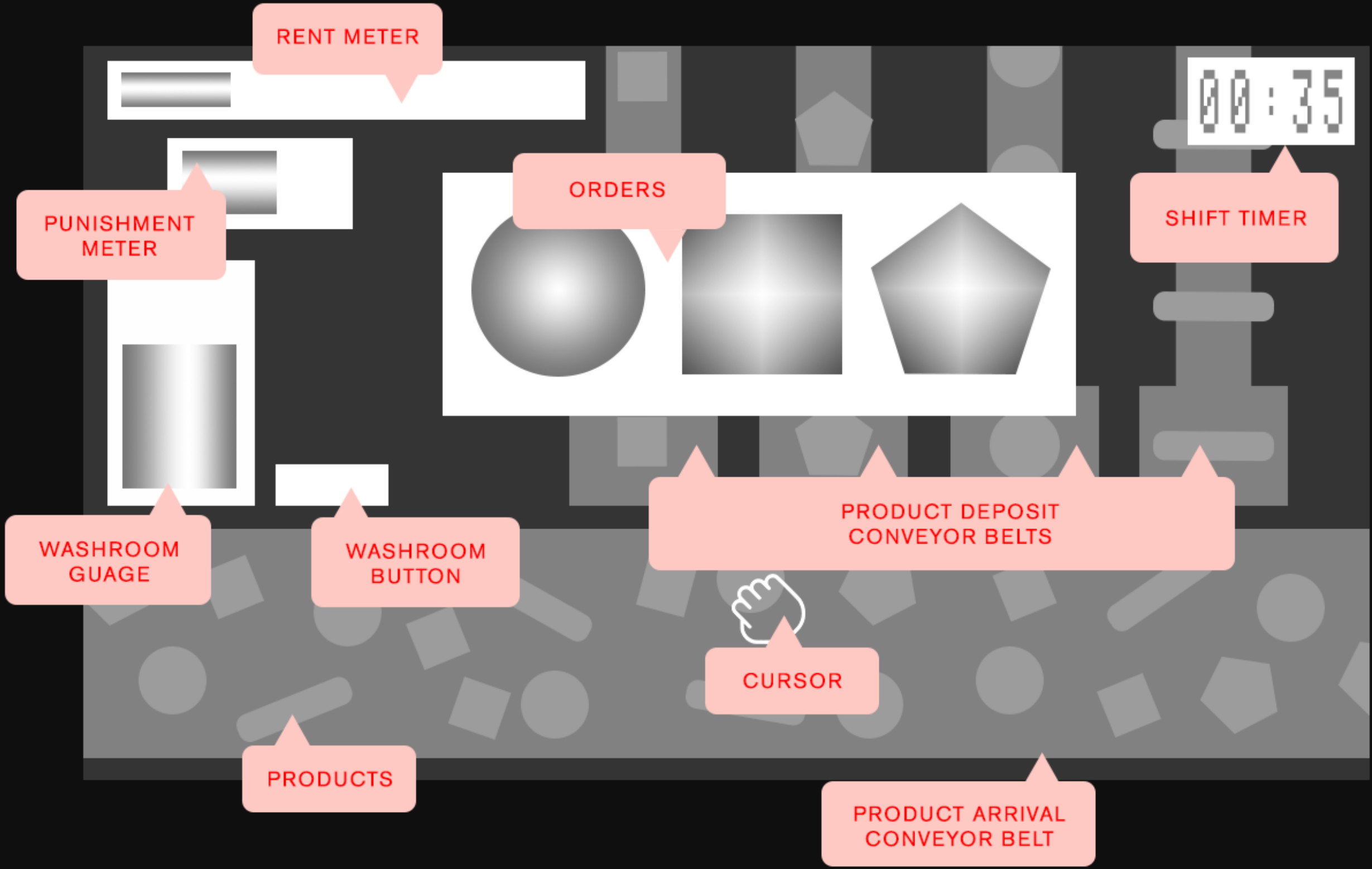# PROJECT 2 PROPOSAL

For my final project in CART 253, I am aiming to create a game that simulates, albeit in a very simplified manner, the stress of working on an assembly line or warehouse such as those owned by Amazon. The goal is to create a simulation that captures the hectic and oppressive environment that working people are subjected to on a daily basis by the capitalist class. Although this is a reality for many people, the vision I have is not to recreate reality too accurately. Instead, I want to critique capitalism and exemplify some of the stress working class people endure in order to survive.

Aesthetically, I want to use an overabundance of flashing menus, harsh industrial rhythms, and garish visuals to ramp up the discomfort of playing this game. I am aiming for a reflection rather than a recreation of the current stage of capitalism, a broken hyperreality filled with inhuman, dysfunctional high tech. I will likely design a mix of 3D renders, gifs, and layered visual effects, coupled with rhythmic, industrial soundscapes made in Ableton.

For the current prototype, I focused on some basic mechanics as a starting point. There were two main mechanics I wanted to implement. First, a text that displays a randomized "order" from a predetermined list of possible outcomes. Second, the ability to drag and drop items that were moving along a conveyor belt onto other conveyor belts. The "order" mechanic was based off of the 8-Ball exercise from class, while the conveyor belt mechanic was based off of the traffic inheritance simulation.

The text that displays the current "order" is the first step in developing this mechanic. In the final version, I want there to be images that are displayed that correspond to specific products on the "product arrival conveyor belt". The player will then have to pick up the requested product and place it on a corresponding "product deposit conveyor belt" specifically marked as being the correct lane for that particular product.

Currently, the movement of the products as they come down the "product arrival conveyor belt" is contained within the objects themselves. I'm unsure if this is the best route moving forward, as one would assume that it would be the conveyor belt that moves the object and not the object themselves. I am concerned this could lead to issues in the future, especially when attempting to alter that movement. In the final version, I want the player to pick up the product and place it on a corresponding "product deposit conveyor belt" where it moves up and off screen, rather than how it currently scrolls, left to right. I kept some unused velocity code in there as I think it could add some nice visual polish to have the speed of the product on the "product deposit conveyor belt" ramp up as though it is launching down a tube or something.

I am also unsure if I am satisfied with the way that the products horizontally wrap. I think it might be more engaging to have an endless stream of randomly placed products that flow left to right before vanishing. Perhaps there could even be a penalty for those that correspond to the current order but where allowed to go off screen.

I'm happy with my current code that adds padding to the "product arrival conveyor belt" so that the products aren't spawning in piles on the edges. However, there remains the issue of products spawning on top of one another which makes it possible to click multiple different products at a time, causing them to all 'snap' together. I don't mind the 'snap' effect, so perhaps this could simply be solved by adding an if statement that determines if there are any overlapping products when products are spawned.

Currently, an essential mechanic that is missing is the ability for the game to detect whether or not any given product has been placed on the correct "product deposit conveyor belt". I am not entirely sure how to best approach this problem, but my hunch is that I would start with having a function that detects if the product is on a conveyor belt at all. This would mean having a boolean in the product that switches from true to false when the product is being lifted over other areas of the screen that aren't conveyor belts. I would then need to have another boolean in each specific product that switches from true to false if it is placed on the correct "product deposit conveyor belt". Both of these booleans would require a function in the main script that goes through the array and checks if it overlaps with a conveyor belt. Which also means making a conveyor belt object. God, coding can sure go on and on!

At its most simple, this could be the core gameplay loop. Products on conveyor belts that have to be sorted into correct places. However, I have many other mechanic ideas that I want to add to make it more interesting (and horribly, horribly hectic).

Some of these other mechanics would include several bars and timers that have to be managed by the user. First, would be the "punishment meter". This meter fills up every time a product is placed on the incorrect deposit. If it fills up entirely, the player loses and is fired from their job, triggering a fail state.

Next would be a "rent meter". This meter represents if the player has enough money to pay rent. The entirety of the simulation would then be premised on the idea that "winning" would mean not being homeless. The "rent meter" would fill up slowly, every time the player successfully places an ordered product in the correct deposit. However, every time the "punishment meter" goes up, the "rent meter" is significantly reduced. This is to capture the brutal, undemocratic nature of work in a capitalist economy.

Another important mechanic would be a "shift timer" that counts down the time you have remaining on your shift. If by the end of your shift your "rent meter" remains unfilled, a fail state is triggered.

I would be very satisfied if I was able to successfully pull all of these mechanics off for the final version, along with creating all of the aesthetic assets. The whole project seems rather ambitious to me, but I still have some other mechanics that I would love to implement if I somehow had time.

One of these would be a "washroom gauge" that fills up, corresponding to the human need to use a toilet. If the player wants to reduce this meter they have to press the "washroom button" which will reset the "washroom gauge".

However, given how Amazon and other companies notoriously do not allow or even punish workers who use the washroom, using the "washroom button" would automatically add a significant amount to the "punishment meter". If the "washroom gauge" completely fills, I would love to implement a mechanic where the mouse control becomes erratic and the on screen visuals bend and distort, to simulate the suffering of workers who are so dehumanized that they are unable to even use the washroom.

I 'd LOVE to realize all of these ideas but I imagine my ambitions are too large for this project. I look forward to hearing back from you about how doable/not doable any of these given ideas are within the timeframe and my early skill level. Thank you!