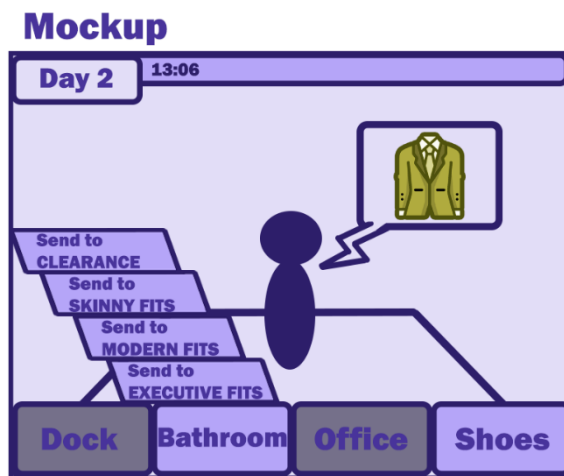


CART 411 – Refined Project Proposal

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For my project, I've decided to take the retail simulator idea further. My goal is to build the project out into Godot. In order to lay the groundwork for the project's development and make it as easy to scale up and add complexity to as possible, I've put much thought into various aspects of the game systems the project would involve.



The above mockup shows a very basic framing for how the game's interactions would occur. In the store, randomized customers approach the user asking for a specific kind of item. You can choose to send the customer to one of the relevant sections, based on whether or not you think said section has the item in a fit that will be alright for them. Not pictured is additional systems for you to inquire as to the needs relevant to the item – such as whether the item color is a requirement for a wedding, or what the customer's other preferences are, as well as trying to suggest an alternative. Suggesting an alternative would wear at the customer's patience, but make their openness for style more lenient.

Customers

Body Type



Skinny



Modern



Executive

Individuality Sliders

Budget

1\$ 1000\$

Style

1 Thing Anything

Patience

None Saintly

Opinion (of store/you)

Misery Heaven

Customers will arrive in the store with one of three randomized body types, as well as randomized values along the individuality sliders. As with style mentioned above, a customer could be pushed towards increasing their budget slightly, at the cost of reducing their patience. With low patience, a customer may walk out. A customer's opinion of the store/you is to be determined by the cleanliness of the store (which the player must maintain), and is also lowered by excessive suggestions and prodding. Failure to have the specific item desired would also lower opinion, as well as patience.

Behaviour

Flags

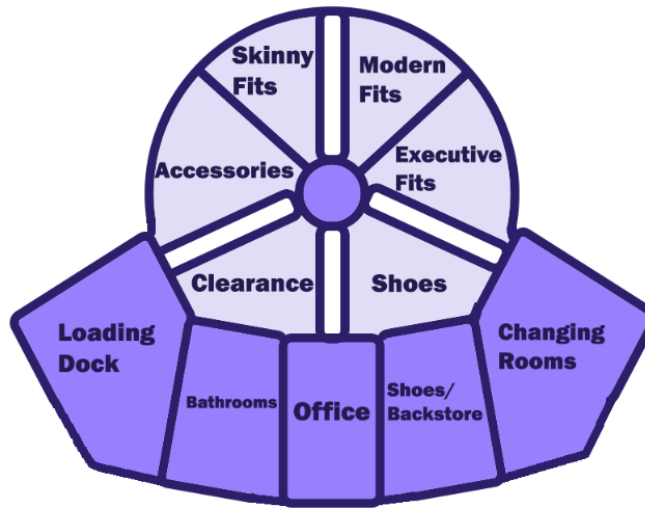


- Smug (Confidently Wrong) ☐
- There for the bathroom ☒
- Brings their whole family ☐
- Has children ☐
- Lost (Wrong Store) ☒
- On their phone ☐
- There for the sales ☐
- Needs stuff yesterday ☐
- Very high expectations ☐
- Constant haggler ☐
- Wants impossible style ☐

Some of these could be
programmed as overrides,
while the rest can mix and match

Beyond merely the individuality sliders, customers may also walk in with a checked flag to alter their behaviour or otherwise add complexity to the interaction. For instance, a smug customer may ask for items which do not work together, ultimately lowering their patience, but will also be unreceptive to much prodding, requiring careful suggestions and minimal coercion. On the other hand, a customer who needs items quickly will experience a significantly faster deterioration of their patience, but will have higher budgets and opinion on average if served within their timeframe.

Blueprint



The final planned element of note at this stage is the overall layout of the store. While this won't impact much in terms of the visuals from a player PoV, it is highly relevant in terms of making a quality model for the game that conveys an adequate sense of space. The area is laid out so that related areas are close to each other, and customers can appear in the various empty spaces between sections.

As an addendum, this project's direction will be heavily informed by both my own experience as well as that of my various coworkers over the years. I'm looking to make this game both entertaining and relatable for retail workers, driving home the impossibility of achieving perfect service, perfect sales statistics and a perfect workplace free of clutter or capable of giving everyone their breaks.