

Steve Berthiaume

CART 411 – Project Documentation

DESCRIPTION

Choores is a simulator game parodying my lived experience in retail by highlighting the abundance of work done by individuals with an exaggerative flair. The game, in many ways, balances a style of comedic derision and grounded realism in order to create both sympathy and understanding for the world of mundane retail work.

A player is made to greet customers, who appear with randomly generated wants, attitudes, and quirks. As time goes on, they must balance not only the customers and their desires before they grow impatient, but additional chores such as receiving and storing new stock from the dock and cleaning the bathroom after a particularly untidy customer leaves it a mess.

While managing customers and tasks is one aspect of the player experience, the other is of analyzing and optimizing arbitrarily decided statistics in order to appease corporate expectations. This includes the conversion rate of customers into sales, the satisfaction of service through survey responses, the average dollar amount paid and number of items purchased per transaction, as well as overall sales. True to real life, these numbers are all in conflict with each other, and a random one is picked at the end of a shift to grade performance.

Choores provides a simulation of work that is simultaneously true to life and endlessly derisive – showing the true colors of the job and its many tasks, which are so often ignored or treated as a numbers game by empty suits on a corporate ladder.

DOCUMENTATION

Most of my process for the Choores project can be found in my GitHub folder for the project:

1 – Initial Ideation : <https://github.com/Steve9hw2/cart411/blob/main/1-InitialProposal/FinalProjectIdeas.pdf>

2 – Refined Ideation: https://github.com/Steve9hw2/cart411/blob/main/2-RefinedProposal/411CombinedProposals_SteveBerthiaume.pdf

3 – References: https://github.com/Steve9hw2/cart411/blob/main/3-References/SteveBerthiaume_RetailRefWriteup.docx

Similarly, all of the files for the project are publicly available, from the visual assets to the scripts. The folder where most of these files can be found is found here: <https://github.com/Steve9hw2/cart411/tree/main/4-Unity/Choores/Assets>

Additionally, the Blender scene where all my modelling took place is freely accessible – including all the various camera angles I used. For the curious, the link is: <https://github.com/Steve9hw2/cart411/tree/main/Choores>

Finally, the actual final product of Choores features two videos documenting the opening and first day, and the ending, respectively:

Opening & Day 1: <https://github.com/Steve9hw2/cart411/blob/main/5-Final/ChooresIntro.mp4>

Ending: <https://github.com/Steve9hw2/cart411/blob/main/5-Final/ChooresEnd.mp4>

The game itself is freely available for download and can be found at
<https://steve9hw2.itch.io/choores>.

Working on this project, while hectic at times, has been an immensely fun experience and has led to a project that, while somewhat simple, is one I can proudly claim full ownership over – and that it was developed in a frankly ridiculously short timeframe of two weeks (for the actual game).