MonoBehaviour

Chores

+ isAtSink
+ isAtCabinet
+ finishedDishTask
+ isDoneSink
+ isAtBed
+ finishedBedTask
+ isNearPickableObject
+ layerMask
+ TaskComplete
+ doneSweepTask
+ inSweepZone
+ washDishTask
+ makeBedTask
+ sweepTask
+ wipeTask
+ waterTask
+ dustTask
+ trashTask
+ toyTask
and 21 more...

+ HandleAnimator()
+ SetOutlineVisibility()
+ GetObject()
+ PutBack()
+ WashDishes()
+ PutDishesAway()
+ MakeBed()
+ PickToy()
+ CleanToy()
+ ClearTrash()
+ SweepFloor()
+ WipeWindow()
+ WaterPlant()
+ DustCabinet()
+ OpenFridge()