

Checkout FAST

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Target Audience: casual players with VR headsets

Target platforms: VR

Genre: multiplayer PvP

Number of players: 2

High Concept Statement

Everyone who has ever been shopping by himself has probably experienced the panic of a speedy checkout employee who scans way faster than you are able to pack. We decided to make a competition out of that, in VR! One person must scan the items, the other one has to pack. All of this is paired with wacky VR physics for extra comical effect. If the packer manages to pack all items in time, they win! (And are probably ready to return to real life stores for a rematch). Otherwise, the scanner is victorious, once again. It is a game with simple tasks so that anyone with a VR headset can join and have fun.

Core mechanics

Scanner: find barcodes or codes and scan them.

Packer: pack all items in time (no spills!)

Feature set:

- Procedurally generated textures for items to randomize barcode placements.
- Items and bags of different shapes
- Players are static which is optimal for the VR gameplay
- Wacky, unrealistic physics
- Story/quests for possible expansion



Screenshots from Shopping Simulator, Moving Out (comic use of physics), Tuoyawon (gamejam game we helped make in the past, similar aesthetics with low poly objects, Checkout FAST should be more colorful)

Player experience goals:

- Have fun while also feeling the time pressure
- Sense of accomplishment
- Bonding with friends (or ruining their friendship?)

Compelling aspects

Checkout FAST is a gamification of something a lot of people can relate to and are possibly frustrated with. This can bring a bit of comedy into a very mundane task.