**MORAL DICTATOR Documentation**

**Why we do this project?**

* **What is the project?**
  + This is a society experimental project that will analyse individual’s interpretation in the shoe of a dictator with a game.
  + This project will be Open Source restricted with some licence to be contributed to the computing community.
* **Aim and Objectives**
  + Analyse people’s way of thinking with an interactive method
  + Contributes to the development of Artificial Intelligence, Machine Learning algorithm
* **Why we do this project?**
  + We wanted to learn and understand more on the way how people interpret a situation
  + We wanted to contribute to the community of Artificial Intelligence and build an easy platform for developers to test their algorithm
  + We wanted to

**Why people want to play?**

* **Turn-based Strategy game**
* **Game mode**:
  + Campaign (Maintain 60 Turns)
  + Survival (as long as possible: Easy, Normal, Hard, Brutal)
  + Never-ending (Machine learning, adjust your capability and give feedback)
  + Sandbox (customise your own game)
* **Interesting story plot for Campaign**:
  + The year is 1872 your name is Boris Buldan, you are the second son of Yuri Buldan the Supreme Leader of the Communist country the New Fregar
  + In 1902 your father got killed by a spy from an activist group called Open Oblivion. According to the country’s tradition your brother Gerald Buldan will take over.
  + Boris and Gerald has the same interest and wanted equality in the country
  + So Boris decided to make an agreement with Gerald. Boris will take over the power for 60 months and his brother Gerald will plan for the democracy takeover plan (take down all five of the main communist public figure)
    - Kerkov Olman – Military 1 High General
    - Fred Greez – Military 2 High General
    - Naidar Tai – Finance High General
    - Samgong Sung – District High General
    - Ahkani Logdan – Elite High General
  + But what Gerald didn’t know, Boris has his own way of doing things. You have 60 turns to be in control and make things in order, what action to take is all in your hands, good luck Supreme Leader.
  + ENDING 1:
  + ENDING 2:
  + ENDING 3:
  + ENDING 4:
  + ENDING 5:
* Game have different endings depending on the actions you choose
* **Free to Play** (available from our website and will be on Steam Greenlight when BETA is available)
* **Achievement System** (will be developed in the future…)
* **Contribution for Machine Learning research**

**Game Mechanics**

* **Campaign 60 turns events**

**Yellow is Story event**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 1 | Random Event 1 | 21 |  | 41 | Random Event 26 |
| 2 | Gerald needed an access to Military 2 (Fred) | 22 | Random Event 13 | 42 | Random Event 27 |
| 3 | Random Event 2 | 23 |  | 43 | Random Event 28 |
| 4 | Random Event 3 | 24 | Random Event 14 | 44 | Military security for Gerald army |
| 5 | Random Event 4 | 25 | Random Event 15 | 45 | Gerald done setting up the plan |
| 6 | Open Oblivion founded in District 7 | 26 |  | 46 | Random Event 29 |
| 7 | Random Event 5 | 27 | Random Event 16 | 47 | Random Event 30 |
| 8 | Random Event 6 | 28 | Random Event 17 | 48 | Assassination of Kerkov (1st public figure) |
| 9 | Random Event 7 | 29 | Random Event 18 | 49 | Random Event 31 |
| 10 |  | 30 |  | 50 | Random Event 32 |
| 11 |  | 31 |  | 51 | Assassination of Fred (2nd public figure) |
| 12 |  | 32 | Random Event 19 | 52 | Assassination of Naidar (3rd public figure) |
| 13 | Random Event 8 | 33 | Random Event 20 | 53 | Random Event 33 |
| 14 |  | 34 | Random Event 21 | 54 | Random Event 34 |
| 15 |  | 35 | Random Event 22 | 55 | Assassination of Samgong (1st public figure) |
| 16 | Random Event 9 | 36 | New activist called KeyConscious founded by your brother | 56 | Random Event 35 |
| 17 | Gerald contracted Open Oblivion and needed hand | 37 | Random Event 23 | 57 | Random Event 36 |
| 18 | Random Event 10 | 38 | Random Event 24 | 58 | Assassination of Ahkani (1st public figure) |
| 19 | Random Event 11 | 39 | Random Event 25 | 59 | Random Event 37 |
| 20 | Random Event 12 | 40 | Assassination of KeyConscious leader | 60 | Open Oblivion come, either your brother, your son, or you died |