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Game Design Document

The “chosen” one

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Prelude

Democracy, the rule of the citizens, describes a system of government where citizens exercise power directly or elect representatives to govern over them.

In today's society you can divide modern representative democracy into some key elements such as protection of human rights and minorities, separation of power and others. The most interesting aspect of it is today's electoral process.

Impacts on this concept were the book "The Dictator's Handbook: Why Bad Behavior is Almost Always Good Politics", the board game "Junta", the video game "Democracy 3" as well as the majority of western elections in the GB, USA, Turkey and France in recent times. On the surface the election is a competition of who will get the most votes by using their resources of money to appeal to the masses while raising money by lobbyism and other means.

Further strengthening this idea are well known criticisms of philosophers such as Socrates stating that the electorate is voting for its demagogue rather to vote for the rational best candidate. These circumstances lead candidates trying to appeal to the masses rather to focus on rational decisions for the well being of the people.

Marketing over integrity

Charisma over intelligence

Money over knowledge

Candy over medicine

I want to express my disbelief of today's type democracy and the world's blind trust towards the system in this game by rewarding strategic managing to maximizing income and populist thinking over ideals and good will.

I present to you the "chosen" one.

Overview

Introduction

The monarchy was overthrown by the people. What's next? Who will lead the people now? What system will the people demand? Democracy! It's time to elect someone as the leader who represents people's interests as faithfully as possible. Everyone can get voted, everyone can vote and you wish to get elected as the president of the whole country as *the "chosen" one*.

Genre/Theme

It is a multiplayer strategy game where the players need to make use of the information about the electorate to decide their strategy which policy decisions and investment strategies to use in order to win the election.

Description

The "chosen" one is a strategy game where players compete with each other to get elected by the electorate. By various actions the player can manipulate the electorate to gather votes and to gather resources. The key to success is to understand the citizens, to gather funds and to campaign using these funds.

Key features

- The election will be taking place in X months where each month is representing a round
- Each round is divided into phases
 - o Event phase
 - o Information phase
 - o Strategy phase
 - o Campaign phase
- Key elements of the game are managing your own income and choosing what to campaign for by deducing and reacting to events and information given by the game
- Income is raised by partnerships with lobbies and fundraising events/campaigns
- The player is able to campaign in a wide variety of ways with the focus being able to:
 - o Appeal to the desire of the people
 - o Use the fear of the citizens
 - o Do what is right in the player's mind
- The electorate will be simulated by the game where each voter will be created each game with their own needs, desires and fears
- Each election can be customized appropriately to the number of players and the amount of rounds played

Platforms

This draft is made with the idea to publish it on PC. Adapting the concept as a board game with smartphone support is a worthy consideration but won't be mentioned due to time constraints.

Game structure/Gameplay

Start of the game

Each playthrough consists of a chosen number of players and the amount of rounds being played.

At the start of the game the electorate will be randomly generated making each game a unique experience.

Electorate

The electorate consists of individual voters where each voter can be defined by three criteria:

- Political spectrum
Socialist/capitalist, liberal/conservative, etc.
- Fixed Stats
Age, Income, family status, etc
- Advocacy groups
Memberships in other interest groups such as religion, environmentalist movements, etc.

These combination of factors will come together to decide a vote based on the actions of the players

Player

The players start the game as blank candidates, as the game progresses each player will built up a reputation as well as a portfolio which determines the amount of votes they receive.

After generating the game objects the game starts. Each round is divided by four different phases.

Event phase

In the event phase certain events will be drawn and be shown to the players.

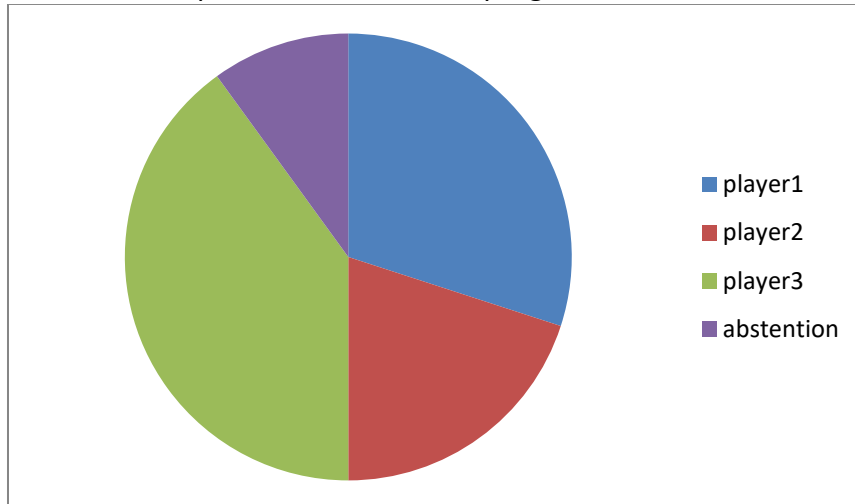
Events

Events are situations which will be happening throughout the game. Events will highly impact the electorate as well as the player's funds and options. Events can be categorized into two types:

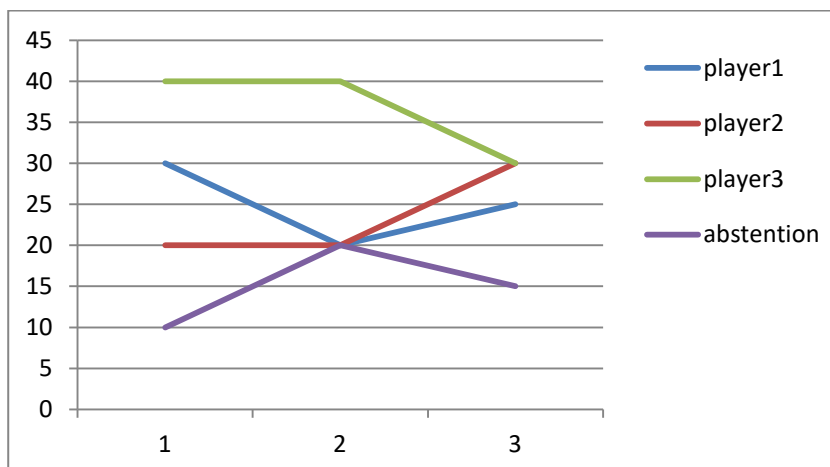
- Triggered events
 - Will be drawn by the game based on the players' actions made during the strategy and campaign phase
- Random events
 - Will be drawn by the game randomly without being triggered by the players
 - These events include natural events, terroristic events, etc

Information phase

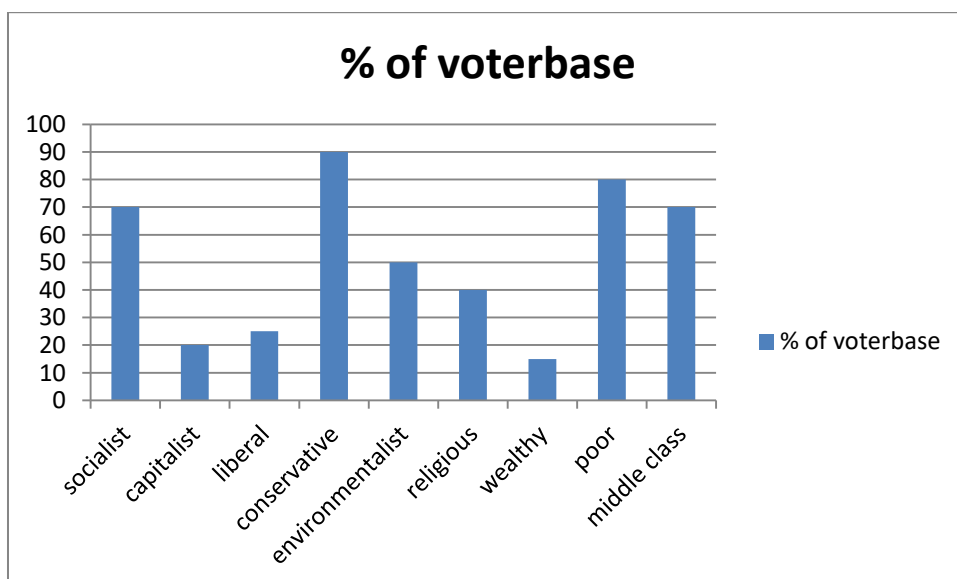
In the information phase the players will receive information about their standing in the election throughout the game. On the main interface the players should be presented with the latest statistics of the game while with further inspection one can see his own support base and their profiles as well as the progression of the electorate based on the rounds.



Voter representation in %



Development of the voter representation in % by round



Your own support base in percentage to criteria

Strategy phase

The main part of the game will be focused around the next two phases.

The player has the option to interact with various advocacy groups. The main focus in this phase is to gain funds for your campaign phase. The amount of funds will be mostly based on the promises made to the advocacy group and the risk of alienating the electorate.

Strategy actions

In summary these actions will consist of:

- Name of the action
- Summary
- Groups involved by this action
- Income generated
- Risk of losing certain voter groups
- Percentage of triggering an Event

Campaign phase

The player will be able to use their funds to appeal to the masses or sabotage the other players. Depending on the player's as well as their partnerships created throughout the strategy phase different options will be available.

Campaign actions

The Campaign actions will consist of:

- Name of the action
- Cost, type and topic
- Voters involved by this action
- Impact on the electorate
- Impact on reputation

Part II Analysis

In his 16th century essay “The Politics of Obedience: The Discourse of Voluntary Servitude” the French philosopher Étienne de La Boétie analyzes historical relations between games and authoritarian forms of government.

La Boétie is describing the tyrants’ use of games as an instrument of diversion.

He refers to an historic event of Cyrus’s prevention of a rebellion by establishing brothels, taverns and public games to please the people. He is calling these pastimes ludi. Stating his beliefs on interlectual oppression, he describes plays, spectacles, medals and drugs as instruments to subdue the people. To prove his point, he even acknowledges the Roman tyrants’s feat of refining vain pleasures and deception to a degree where they were idolized as saviours.