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CSE-4453-01

22 March 2024

Voting Sim Design

The ideal of this game was created on Wednesday and I designed it to fit the theme as close as possible. The primary ideal is to count votes and count how many bad votes there are in the list. This can be duplicates, bad names, and bad credentials. The current version of the game is only looking for duplicated names. The player was originally supposed to type a number in a box to submit the bad votes but it was changed to a slider because of a unity input bug. The UI of the game is 2D with an overall simple UI and no background because there was not good images and AI did not give a suitable one. There are 60 different names that the game uses but only 25 are ever used a run. The 25 names that are used are drawn from the pool of 60 names by random number and the list can contain the same names which is what the player is needed to count.

The formal elements of this game are Single player versus game, objective is solution. The dramatic element is not shown in the game but the premise of counting votes is very important because people are only allowed one vote. The current design of the game is more suited to the joker type of player. The reason for this is that some of the buttons disappear when they are clicked and they play a funny noise when they do disappear.