



FINAL DOCUMENT

GROUP 3

XBCGD7311

KEIRA PIENAAR ST10135197

KESIA SEGAR ST10190854

DANIEL GLANZ ST10079409

KEEGAN NAIDOO ST10122946



KEIRA

PIENAAR

ST10135197

GAME DESIGNER, ARTIST

- **CONCEPTUALISE SCENARIOS**
- **CHARACTER DESIGN**
- **ASSET CREATION**
- **VISUAL CREATIONS**
- **DOCUMENTATION**

KESIA

SEGAR

ST10190854

GAME DESIGNER, PROJECT MANAGER

- **DEVELOP GAME MECHANICS**
- **CONCEPTUALISE SCENARIOS**
- **BALANCING GAMEPLAY**
- **WRITING GAME RULES AND INSTRUCTIONS**
- **COORDINATING PLAYTESTS**
- **TASK SCHEDULING**

DANIEL

GLANZ

ST10079409

GAME DEVELOPER

- **PROTOTYPING**
- **BUILDING GAME MECHANICS**
- **DEBUGGING AND TESTING**
- **IMPLEMENTING CHANGES**

KEEGAN

NAIDOO

ST10122946

GAME DEVELOPER

- **PROTOTYPING**
- **BUILDING GAME MECHANICS**
- **DEBUGGING AND TESTING**
- **IMPLEMENTING CHANGES**

Table of Contents

Overview	1
Objective and Purpose of the Game	1
Target Audience	1
Game Genre	1
Game mechanics & Gameplay.....	2
Core Mechanics.....	2
Gameplay flow.....	2
Game Assets and Visuals	2
Wicked Issue Addressed	2
Playtesting.....	3
Game Narrative.....	3
Assets	5
Core Visual Design	8
Navigation.....	8
Player Setup and Lobby	8
Gameplay interactions	9
Voting and scoring	9
Additional.....	9
Overall interface design	10
Scenario cards.....	10
Prompt cards	10
Game rules.....	11
Objective.....	11
Players.....	11
Game Components.....	11
Setup	11
Gameplay	12
Winning the Game	13
Additional Rules.....	13
Playtest Report.....	13
Objective.....	13

Issues identified	13
Mechanics	13
Game balance	14
General Feedback	14
Conclusion	15
Understanding Game Mechanics	15
Objectives	15
Characters	15
Assets	15
Game world	15
Interface design	16
Story / narrative	16
Level progression	16
Conclusion	16
Reference List	17

Table of figures

Figure 1: Design board for game (Pienaar, 2024).	5
Figure 2: Design board of assets for game (Pienaar, 2024).	6
Figure 3: Card styles of prompt and round cards (Pienaar, 2024).	7

Project Outline

Overview

Players in the satirical party-style game *In Their Defence* take on the role of campaign managers attempting to increase their candidate's vote count. The game highlights the difficulties and hilarity of managing public opinion by taking inspiration from actual political campaigns and media reactions. Players must make their way through amusing, unexpected situations while constructing answers to win votes and change public opinion.

Objective and Purpose of the Game

The main goal of *In Their Defence* is to get as many votes as possible by carefully selecting answers to various scenarios. Players will react to prompts that depict political incidents, disputes, or quotes from their made-up politician. The high stakes of public relations in political campaigns are reflected in the fact that each answer has the potential to win or lose votes based on how well it matches voter expectations.

The game is additionally designed to provoke critical thinking and debate around public perception, media influence, and the moral conundrums of political scheming. *In Their Defence* invites gamers to consider the frequently hidden tactics used in political campaigns by involving them in a light-hearted yet calculated manner.

Target Audience

In Their Defence is intended for players who are 18 years and above, particularly those who enjoy politics, satire, and social criticism. Given that it blends humour with strategic thinking, the game is appropriate for both casual and strategy-focused players, making it a distinctive party game for older audiences.

Game Genre

The game is a party strategy game with social simulation and satirical aspects. Players reply to made-up political scenarios during rounds, which resembles a party game but adds levels of strategic decision-making.

Game mechanics & Gameplay

Core Mechanics

- **Scenario Cards:** A hilarious political scenario or dilemma the candidate has encountered is shown on the Scenario Card at the start of each game. After then, players pick Prompt Cards that include possible answers to the given situation. Since these prompts range from serious to ridiculous, players can play in a variety of inventive ways.
- **Voting & Scoring System:** Following each response, each participant casts a vote for the question they think would be most amusing or useful. Points are awarded to the player who obtains the most votes, increasing the popularity of their candidacy.

Gameplay flow

Each round of the game presents a different scenario and prompt choices. Players face increasingly difficult situations as the game progresses, which puts their flexibility and inventiveness to the test.

Game Assets and Visuals

With elements of both exaggerated, funny visuals and real-world political aesthetics, *In Their Defense* showcases stylised artwork influenced by news and political satire topics. The humorous tone of the game is reflected in the visual consistency of the prompts, UI elements, and characters. Significant assets consist of:

- **Character art:** Unique creations for every contender that highlight the humorous tone by reimagining famous political personalities with exaggerated characteristics.
- **Scenario and Prompt Cards:** Each round is introduced with a series of visuals and succinct descriptions from Scenario and Prompt Cards, which are graphically modelled after breaking news items.

Wicked Issue Addressed

In Their Defense discusses how public relations shapes political narratives, with a specific emphasis on how political spin frequently affects underprivileged populations. Players are prompted to think on the moral ramifications of rewriting stories for one's own or another's benefit by the game's satirical portrayal of the realities of political public relations. It draws attention to how the media and public relations can obscure or distort topics that have a significant impact on communities using satirical suggestions.

Playtesting

To get input on the gameplay mechanics, usability, and overall player experience, a number of playtests were carried out. The task of choosing the perfect answer card was entertaining and interesting for the testers, who also appreciated the humour incorporated into the Scenario Cards. Players found the tactile part of the cards' physical format to be enjoyable, which improved the game's immersive, in-person aspect.

However, it became clear that some Scenario Cards were too challenging, which resulted in slower gameplay and occasional dissatisfaction. We updated some cards in response to this feedback changing the circumstances to make them easier to understand or, in certain situations, eliminating cards that were too complicated. These changes improved the game's flow and maintained its fun and difficulty without being too demanding for players. In order to maximise the overall player experience, any problems found during the playtests have been noted and fixed.

Game Narrative

The story of the game is told through a series of campaign events, each of which offers players a new and surprising obstacle to overcome. These incidents reflect the erratic, fast-paced character of political campaigns, when an unexpected scandal, PR disaster, or policy conundrum might occur at any time. Players are given a different "scandal" or "PR crisis" to deal with right away at the beginning of each round. Players must swiftly pick from their available Response Cards in order to control the scenario. They have to decide the response that they believe best solves the problem at hand or produces the most entertaining result.

The scenarios get more intricate and multi-layered as participants progress through each round, simulating the growing demands and elevated stakes of an actual campaign. Players are forced to think quickly, predict possible consequences, and approach their decisions strategically as a result of this process. Their choices affect their overall position in the game and put their flexibility and inventiveness to the test, regardless of whether they choose a risky, diplomatic, or amusing response.

In addition to adding a humorous element, the game's satirical edge challenges players to consider how public relations and the media shape political narratives. Players are forced to think about how media tactics, communicating, and spin may affect public opinion as they struggle with different circumstances. The party game genre is given an original and perceptive twist by this blend of humour and realism, which makes every round interesting and surprising.

Beyond the jokes and playful rivalry, *In Their Defence* provokes conversations on the intricacies of media power and the tight line that characterises contemporary politics. The game offers a distinctive, pleasurable experience that promotes critical thinking and contemplation on the factors that influence public opinion in the modern world by fusing entertainment with social criticism.

Assets

Design

Font

BANGERS

THE QUICK BROWN FOX JUMPS

OVER THE LAZY DOG

1234567890&\$#@!~

Colour Pallete

HEX:
FF1616

HEX:
1000A5

HEX:
EBEFEB

Title

IN THEIR DEFENCE!

Figure 1: Design board for game (Pienaar, 2024).

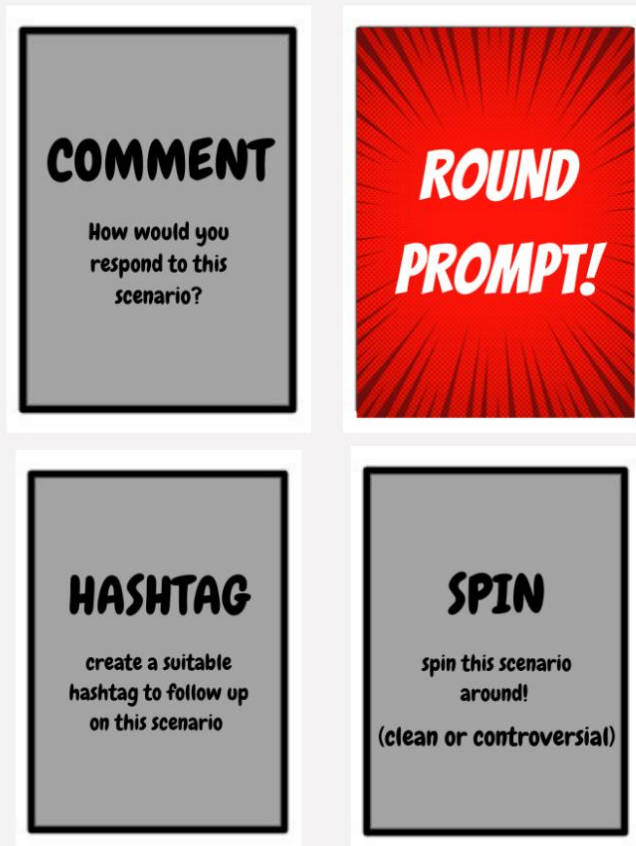
Assets



Figure 2: Design board of assets for game (Pienaar, 2024).

Card Styles

Round Prompt Cards



Scenario Cards

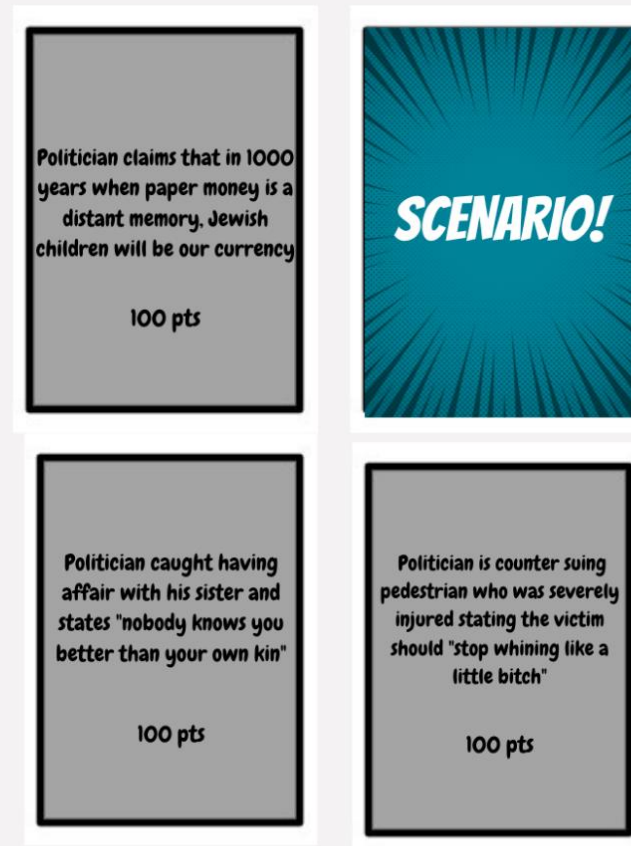


Figure 3: Card styles of prompt and round cards (Pienaar, 2024).

Core Visual Design

The Bangers typeface gives the game a cartoonish, lively vibe, and the whole design is bright, entertaining, and captivating. This decision supports the game's humorous, light-hearted tone. To ensure uniformity and easy recognition, important branding components, such the title "In Their Defence!" are shown prominently on several displays. Players are better able to focus on the game mechanics because of the clear layouts and vivid colours that make navigating simple.

Navigation

Important navigation components included in the Main Menu include:

- The "Begin" button launches the game and takes you straight to the player setup.
- The "How to Play" button brings up a tutorial screen that provides a clear and comprehensive explanation of the game's rules and flow.
- A customisable experience is ensured by the settings Button, which gives access to modifiable game settings including audio levels.
- The exit button gives players a simple and convenient way to stop their participation in the game.

These buttons are easy to use on every device because of their uniform positioning and big, easily tappable spaces.

Player Setup and Lobby

- Participants Name Input Field: To customise the experience, each participant can submit their name to be displayed during voting and scoring.
- A unique game code for entering a shared session is displayed by the lobby code display, which is essential for pass-and-play or multi-device setups.
- "Please Enter Name" Placeholder Text: A useful tip that lets new players know where to enter their information.

Given the section's straightforward design, players may easily create their profiles and get started in the game.

Gameplay interactions

- Scenario and Prompt Display: The scenario and related prompt that participants must react to are displayed during each round. Making sure players comprehend the work at hand, this part is essential to gaming.
- Timer: A countdown timer that is clearly visible and adds urgency while maintaining a dynamic game tempo.
- The "Generate" button lets participants start creating their own answer or shuffle possible answers. During gaming, it is visually striking to attract attention.
- Players can lock in their response by using the Submit button. Its sizable, instantly recognisable appearance ensures seamless interaction by avoiding confusion.

Together, these components let players go through each round with ease while maintaining focus and clarity.

Voting and scoring

- Vote Screen: Lets players cast their votes by displaying all anonymously provided answers. Readability is ensured by the neat arrangement.
- Vote Button: A straightforward button that allows players to select their preferred answer and provides straightforward feedback when casting a vote.
- Scoreboard: Keeps track of each player's score and updates in real time. This feature encourages participants to use good strategy and keeps the competition visible.
- Winner Announcement Screen: Provides a joyful game ending by showcasing the overall winner with joyful graphics.

Additional

- Players are alerted with the "Please Wait" screen when they have to wait for other players to respond. While controlling player expectations, the recurring sentence offers a light-hearted touch.
- Back Buttons: Found in submenus such as Settings and How to Play, these buttons guarantee simple navigation and the ability to go back to the main menu whenever needed.

Overall interface design

Together, the UI elements highlight enjoyment, accessibility, and clarity. While the vibrant, amusing design maintains the tone light and interesting, the arrangement makes sure that players of all skill levels can effortlessly explore the game. Each element has a distinct function and adds to a seamless and simple gaming experience.

Scenario cards

The core of In Their Defence is the Scenario Cards, which show players absurd, sarcastic, and amusing political crises or scandals that need to be addressed right away. Every card is made to mimic situations with a dramatic twist, guaranteeing that players will be both delighted and challenged. The scenarios, which vary from ridiculous public blunders to contentious policy choices, push participants to use their imaginations and create responses that will appeal to the other players.

Prompt cards

Each game is made more interesting and structured by the Prompt Cards, which specify how players must react to the scenario. Players' inventiveness and flexibility are put to the test as the prompts encourage them to tackle the same situation in several ways. There are three primary groups into which these cards fall:

- Spin the Headline: In order to sway the situation in the politician's favour, players must create an attention-grabbing headline.
 - For instance: "The candidate embraces the creative arts and goes beyond missionary work!"
- Comment: Gamers draft a formal declaration addressing or defending the controversy.
 - For instance: "They merely wished to bring attention to undervalued industries,"
- Create Hashtags: In order to manage the conversation on social media, players come up with clever and distinctive hashtags.
 - For instance: #GiveThemAnOscar #FilmJunkie

To ensure that no two rounds are the identical, each Prompt Card fits perfectly with a Scenario Card to produce a vast diversity of potential outcomes. Although the design is similar to that of the Scenario Cards, players can easily distinguish between the two card kinds of thanks to clear visual clues. The game gain's structure, diversity, and strategic complexity from these suggestions.

Game rules

Objective

As a campaign manager, your goal is to navigate the unpredictable world of political campaigns by crafting clever comments, spinning headlines, and managing social media with creativity. Use your wit to win the most support and ultimately secure victory in the election!

Players

- **Minimum:** 4 players
- **Maximum:** 8 players

Game Components

- **Scenario Deck:** 30 Scenario Cards, shown on the shared screen
- **Prompt Deck:** 30 Prompt Cards, also displayed on the shared screen
- **Scoreboard:** Displays each player's score, updated in real-time
- **Timer:** Set to 1 minute for responses, integrated into the game screen

Setup

1. **Shuffle Digital Cards:** The game software shuffles the Scenario and Prompt cards at the start and after each round.
2. **Assign Player Names:** Each player enters a name, which is displayed for voting and scoring purposes.

Gameplay

1. Starting a Round

- The system designates the first player to start the round and then rotates this responsibility clockwise each round.
- The game displays a random **Scenario Card** and **Prompt Card** on the shared screen.

2. Creating Responses

- Each player has 1 minute to create a response based on the prompt displayed. Players use their devices to type and submit their responses, which are kept anonymous until voting.
- **Round Prompts** (displayed on the shared screen alongside the scenario):
 - **Spin the Headline:** Create a sensational response headline to the scenario.
 - **Make a Comment:** Draft an official comment on behalf of the politician.
 - **Create Hashtags:** Invent catchy hashtags that relate to the scenario.

3. Presenting Responses

- Once time is up, the game reveals all responses on the shared screen, presenting them in random order to maintain anonymity.

4. Voting

- Players vote for their favorite response by selecting it on their devices (players cannot vote for their own response).
- The voting timer runs for 20 seconds, ensuring quick voting and keeping the game moving.

5. Scoring

- Players earn 1 point for each vote their response receives.
- The game updates the **Digital Scoreboard** in real-time to display each player's total points.

6. Next Round

- The responsibility of the designated player moves to the next person clockwise.
- Steps 1-5 repeat for a total of 10 rounds.

Winning the Game

- After 10 rounds, the game tallies up the total points for each player.
- The player with the most points is crowned the ultimate campaign manager!

Additional Rules

- **Tiebreaker:** In case of a tie, the tied players compete in a "Spin-Off" round. Each player draws a new Scenario Card and responds to a prompt agreed upon by the other players. The remaining players then vote to determine the winner.

Playtest Report

Dates of Playtests: April – May & August - September

Participants: Students, Family, Friends

Number of Players Per Session: 4-8 players

Objective

The main goal of these physical playtests was to assess the mechanics, progression, and overall fun factor of the game by utilizing prototype Scenario and Prompt Cards. Through watching real-time gameplay and collecting input, our goal was to pinpoint any areas requiring modifications or enhancements in order to ensure the game mechanics were user-friendly, fair, and enjoyable.

Issues identified

Mechanics

Complexity of Certain Scenarios

Problem: Some Scenario Cards were too difficult or intricate for players to come up with answers in the given timeframe.

Resolution: To ensure a more enjoyable and inclusive experience for all players, certain scenarios were simplified or removed.

Confusion in the voting process

Problem: Some players sometimes struggle to make voting decisions, especially when faced with several options that are similar in tone or humour.

Resolution: Updated the guidelines to make voting criteria clearer, prompting players to think about creativity, humour, and relevance.

Game balance

Repeated prompts

Problem: Players found that certain Prompt Cards were repetitive, resulting in less imaginative and interesting answers.

Resolution: We included additional prompt categories and adjusted the card deck for increased diversity.

System of scoring

Problem: The scoring system of one point per vote seemed overly simplistic, especially during tight matches.

Resolution: Contemplating the idea of implementing bonus points to acknowledge and reward exceptional or innovative responses.

General Feedback

Positives:

- The game was praised by players for promoting humour and creativity.
- The humorous vibe of the Scenario Cards maintained a lively and interactive atmosphere.
- The tangible layout proved effective in promoting in-person engagement and dynamic dialogue

Areas for Improvement:

- Players recommended incorporating a wider range of current scenarios to improve the ability to replay the game.
- Some people believed that providing clearer and more concise directions could enhance the learning process for new players.

Conclusion

The actual game tests offered valuable insights into how the mechanics of the game worked in real-life gameplay. Modifications like simplifying scenarios, and varying prompts have greatly enhanced the game's overall flow and enjoyment. These alterations played a crucial role in enhancing the design and guaranteeing a fair, inclusive gaming experience.

Understanding Game Mechanics

Objectives

By creating creative hashtags, remarkable headlines, and witty comments, players in the role of campaign managers aim to successfully negotiate a succession of PR crises, scandals, and political difficulties in *In Their Defence*. By coming up with the greatest answers, which are subsequently decided by group vote, players try to get the most support. The person who finishes the game with the most points wins, demonstrating their ability to control public opinion and navigate political crises with wit and skill.

Characters

During the game, each player takes on the role of a campaign manager for an exaggerated politician, whose public persona and image they are responsible for preserving and advancing. Although there aren't any fully realised individuals in the game, the politicians are purposefully kept ambiguous to let players conjure up or make up backstories. Players may customise their answers to match the personality or platform of their own politician, which adds to the humour and infuses each round with originality.

Assets

A digital timer, a scoreboard for keeping track of points, and digital cards for situations and prompts are among the resources in *In Their Defence*. The Prompt Cards offer the kind of reaction that is needed, such a headline, comment, or hashtag, while the Scenario Cards depict specific obstacles or crises.

Game world

A stylised computer simulation of a high-stakes political setting with unforeseen crises and image-related difficulties makes up the playing universe. The internet interface mimics the tumultuous world of political campaigns, where controlling media narratives and managing public relations are essential, even if players aren't

physically exploring a place. Players are given a hilarious, satirical taste of the unpredictable nature of politics through situations that are shown on-screen.

Interface design

With an emphasis on clarity and simplicity, the interface is designed to be easy to use. The Scenario and Prompt Cards, player replies, and the timer are all shown on the main screen. Even novice players will find it easy to navigate thanks to the clearly marked buttons for voting, moving on to the next round, and seeing the scorecard. The game's humour and interactive features are highlighted by the interface's entertaining, bold style, which makes it accessible and captivating for all players.

Story / narrative

There is an episodic narrative framework, with a new "crisis" for players to deal with in each round. By making fun of the media and public relations industries, the game's satirical tone allows players to lose themselves in a hilarious political turmoil. Each round serves as a stand-alone event that adds to the overall experience of campaign management rather than constituting a single, ongoing plot.

Level progression

There are ten rounds in the game, and each one gets more complicated. Scenarios get harder as players progress and may provide for more complex or nuanced reactions. Players' strategic thinking and inventiveness are put to the test as the complexity gradually increases, and in order to get votes in the final rounds, they must use their finest public relations techniques. As players strive towards the ultimate objective of winning the election, the game's growth increases the suspense and gives each round a sense of importance.

Conclusion

In Their Defence is a party gaming experience that is both captivating and thought-provoking by fusing strategic decision-making with witty sarcastic humour.

Fundamentally, the game asks players to take on the responsibilities of a campaign manager and deal with the complexities of a contemporary political campaign. As they choose replies from their hand to handle the issue, players must strike a balance between short-term thinking and long-term planning as each round introduces a fresh scandal, PR problem, or policy dilemma.

Reference List

Pienaar, K. 2024. Design board for game. [Personal figure]. Johannesburg: Unpublished.

Pienaar, K. 2024. Design board of game assets. [Personal figure]. Johannesburg: Unpublished.

Pienaar, K. 2024. Card styles of prompt and round cards. [Personal figure]. Johannesburg: Unpublished.