Project 2 Proposal
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Games have traditionally been an enhanced learning experience. These games have aspects of interaction, practical tests of skills, communication and collaboration. One major thing that has stood out to me while making a lot of our exercises were each game seemed extremely focused on the individual. A reason could be that they are simple digital games, and there are always more complex dynamics if a game is played in person with others. This social element is what I hope to display in this program. I lack the technical understanding to accomplish an actual cooperative and socially interactive program. However, I realize perhaps there is an approach that could possibly fool the player into thinking they are playing a game with the assistance or hindrance of other real people who have already played the game.

The frame of this game will take basic characteristics from mystery games and escape room games. Where the player will be tasked to solve simple word or number games with others. Except these 'other people' are fictional characters within the program. I plan to make use of many JSON files of personality, names, ages and genders that I could pick from randomly so if the play replays the game, different characters are technically grouped with them. While the player is progressing through each small task, examples of social dynamics will slowly begin to appear. I hope to show dynamics of power, conflict resolution, and roles. Almost every move or decision the player wants to decide on will be linked to either past comments or statistical moves of the 'others'. Throughout the game, there will also be prompts to make the player think each of their actions are stored and gathered to help the next person who plays it.

The structure of this program will begin with a fake scoreboard projecting a collective progress towards the fastest way to solve the puzzles. The player will be instructed to take advantage of information from the previously planted players and work with their currently planted players. For example, if a player is trying to solve, a planted leader will make decisions for the whole group. Or before a player makes a move, statistics of previous moves are shown as well as a quick vote is conducted before anything is decided. Both the votes and statistics will be tampered with to obstruct the success of the player. Visually, I'm interested in making a minimalistic composition for each page.

The biggest challenge is my probability to complete this project in the first place. Technically, I'm worried about programming all the visual aids meant to help/fool the player so I would start with trying to find the simplest way to achieve this and at the same time have them be randomized so if the player decides to play it. For example, If I show a graph of the previous answers, the percentages have to change just enough to make it seem like added inputs have been stored. Next I would make two to three games meant as courses for the player to go through. I hope to be able to deal with player frustration and keep their interest long enough so the ending of the game can reveal to them how group dynamics can affect their decisions and behavior.

Game Title

Scoreboard

Instructions:

Awaiting players.....

*name has joined
*name has joined
*name has joined

Initializing....

*name
*name
*name

player comments

Statistics

END

ending statment