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CPS 3320: Python Programming

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Project Assignment 3 Game: Misinformation

**Background**: Misinformation is a relevant topic surrounding today’s modern tech filled world. It is spread throughout the internet through those who intended to do harm, and those misinformed whom believe this false information to satisfy their point of view. Originally My game idea was to revolve around developing critical thinking skills to combat misinformation but after some thinking. I have come up with a new overall goal/idea. While a critical thinking game would be great, especially if designed and built to attract the older generation. I believe a game that covers more directly on topic would be able to increase awareness of this growing issue. The true purpose of this game is to spread a message between misinformation, the control media has over different groups, and the morality of using a complete “Human” AI as a forced worker who lacks interactions with others.

**Game Title**: Mis/In/Formed

**Genre**: Puzzle Simulation

**Inspiration**:

*Papers Please* by Lucas Pope: “In *Papers, Please*, the player takes on the role of a border-crossing immigration officer in the fictional dystopian Eastern Bloc-like country of Arstotzka, which has been and continues to be at political hostilities with its neighboring countries. The game takes place at a migration checkpoint. As the immigration officer, the player must review each immigrant and return citizen's passports and other supporting paperwork against an ever-growing list of rules using a number of tools and guides, allowing in only those with the proper paperwork while rejecting those without all proper forms, and at times detaining those with falsified information, while also balancing personal finances.” – Wikipedia Description <https://en.wikipedia.org/wiki/Papers,_Please> .

*Detroit Become Human*developed by Quantic Dreams, published by Sony Interactive Entertainment, directed by David Cage: “Enter the near-future metropolis of Detroit in 2038 – a city rejuvenated by the introduction of highly advanced androids that exist only to serve mankind. But that’s all about to change…

Step into the shoes of three distinct android characters as this brave new world teeters on the brink of chaos. Your decisions dramatically alter how the game’s intense, branching narrative plays out. With thousands of choices and dozens of endings, how will you affect the future of Detroit? ”- <https://www.playstation.com/en-us/games/detroit-become-human-ps4/>

My Personal Reflection: These Two Games are the biggest inspirations that will influence the creation of this game. In short, *Papers Please*, while I have not played but I have watched one Youtuber’s playthrough and enjoyed the overall feel of both the gameplay and its presentation. *Detroit Human*, is a game that explores “Human” AI and looks towards the question of what it means to be “Human” really well, I won’t spoil it, but it is a great game( some may call it an interactive movie) that I would recommend anyone interested in branching narrative-heavy storytelling influenced by the player.

Notes for Development: Both these inspirations are critically acclaimed. It is okay for inspiration to take place but remember it may not achieve the same critical claim. Instead It is most important to attempt to find the “flair”, “style” and/or “concept” that can separate and carve out this game’s own unique path.

**Synopsis**: You are a “complete” Human AI, bought by a up incoming startup media company. You are tasked with the Job of deciding which articles/stories/ads should be uploaded/presented onto this “new” major media company. Your task requires you prevent(?) misinformation through using internet web sources, a stored moderated database, and “personal” judgement. Simple enough but you are indeed “human” and like Humans… you are prone to emotions and personal agendas. You soon learn that your actions have greater impact on the world around you.

**Gameplay**: Gameplay will be point and click. Players are presented with 3 articles(at least at the beginning) in which the player decides whether they are “truthful” based on a “in-house” database, internet archives from web “sources”, and their “personal” judgment. At first Players will manage a reputation, credibility, and reliability bar/percentage, which in early levels will be designed towards encourage players towards playing a more “truthful” playthrough until a certain point is reached. In which a fourth bar/percentage is introduced, Trust. The Trust bar will introduce a more “sinister” route.

Reliability will be the main HP/Life points in this game. The Common Game over will occur if Reliability reaches zero, in which the AI is shut down or Reputation gets zero, in which the company is ‘usually’ shutdown. The company will have a set of rules in which the player must abide by, which will influence the Reliability bar.

**Project Goals**: For this project, I will include at least 1 but hopefully up to 5 (weeks)levels, a decent Save file system and a acceptable game data structure/file. Achieve a decent amount of graphics/art assets through creating a much as possible through a pixel art tool called Aseprite. Gather enough audio from things around me to create passable SFX and probably for right now, use copyright free music as a placeholder.

**Outline**:

* Main menu, Settings, New Game screens
* Create Nested Lists/Dictionaries to Store Game levels, objects and other information.
* Implement Game Screen and Loop (Stage 1 Week 1)
* Implement Bars/Percentages
* Implement Logs System
* Load/Continue/Save & Delete System
* Create Art Assets
* Create SFX
* Simple Animations

**Stretch Goals**:

* Create Stage 2 Week 2
* Create Stage 3 Week 3
* Create Stage 4 Week 4
* Create Stage 5 Week 5
* More Animations

**Ultra-Stretch Goals:**

* Initial Cutscene: “Boot-up Sequence”
* Ending First Act Cutscene: “Event Zero: World Start”
* Game Over Cutscenes-
  + Reliability 0: “System Shut Down”
  + Creditability & Reputation 0: “Company Failure”
  + More too be added over time
* Reputation Rework and Audience System
* Added Lore
* Polish Art Assets
* Polish Animations

**Future Goals**:

* If Project is worth pursuing:
  + Decided whether switching to another game engine/ language would be viable
  + Continue working on Assets/writing for the game
  + More Advance Research on topic of Misinformation to help create awareness of common tropes/writing habits found in these type of articles/headlines
  + If “Completed” then possible release as a free game