

Thinking Makes It So

Design Documentation

Royce Bacon
Austin Benyo
Jesse Brownell
Conor Chibnall
Lauren Cunningham
Gerardo Hernandez
Alex Barrick
Kelly Jensen
Connor Phillips

Instructions

Object

The objective of the game is to create change in the player's moral standards and take him/her out of their comfort zone.

Materials

The entire game takes place on the program Twine. The program allows players to click on links in the story that will take them to a different part of the story. The decisions that the player makes, (ex. Humanitarian, Pacifist, Strategist, etc.) will be added up and evaluated in a detailed algorithm. At the end of the game the points are tallied up and will tell the player how they played and the strategy they took to accomplish the game.

Game Setup

On the brink of war, your beloved home country, Pazonia is faced with discord. Your neighboring country, Aporanistan, desperately wishes to take advantage of Pazonia's oil reserves, but with little in return. The embargo of Aporanistan's goods will pressure them into giving Pazonia fair payment for its oil since Pazonia is Aporanistan's closest partner in trade. Aporanistan is a country in turmoil and debt, and their desperate attempts to stay afloat become frightening. Pazonia, being a humble country, cannot afford to sell their oil at such a low price, so their main buyer is the country of Hangero. Hangero is a highly militant country, more powerful than Pazonia and Aporanistan combined. Seeing the unrest between the two countries, Hangero steps in with a blunt approach. But soon enough, they begin to show signs of imperialism on both Pazonia and Aporanistan.

Outcome

There are only two outcomes at the end of the game depending on the player's choice but there are multiple components depending on the player's previous decisions. The points are derived from the player's choices and are accumulated into a final class. At the end of the game the point system scale will tell the player what kind of gamer they are.

	Formal System	Experiential System	Cultural System
Objects	Twine	The players and the choices they make.	Class system that derives from points gained from decisions,
Properties	Strategy and taking advantage of one's emotions and moral standards to progress further in the story.	The player and their decision challenge every option even the one they would not feel comfortable.	Strategy with a point system that evaluates the player.
Internal Relationships	The player's ethical way of playing the game, evaluating the situation and making a decision based on your moral standards.	Making tough decisions that one would not experience in real life settings; life and death. Psychological	Based on the player's upbringing or cultural background, will weight on how the story will play out
Environment	Game play by hyperlink pages and class point system	The option to play the game and get a different outcome. The person's day could also impact how the player feels and decisions they want to make	Social interactions between the player and the story

Choices

What happens before the player is given a choice?

The player is given multiple options that varies on a spectrum of personal/emotional responses. The story is moving fast and each decision that the player makes matters in the end.

How is the possibility of the choice conveyed to the player?

The player has free reign to make the decision on how the story will partake and end. There are multiple options in the game and each decision is a different outlook on the situation at hand.

How did the player make a choice?

The player is given the choice of evaluating the situation and depending on what they feel is a suitable response, are able to make their decision.

What is the result of that choice? How does it affect future choices?

Depending on the player's choice, the story will adapt to their decision and either rewards or repercussions will come from it.

How are the results of choice conveyed?

The results of the choice the player has made is conveyed by the point system. When a player makes a decision either they will gain or lose points within the point system. The point system is categorized by Humanitarian, Strategist, Pacifist, etc.

Interactivity

Players interact with the game via selecting choices as the story progresses. These choices have an impact on the players character by the decisions made and the consequences from the players choice to a situation.

Balance

A player should never be put in an unwinnable situation through no fault of their own.

In the game Thinking Makes it So the player has a greater chance of winning due to the amount of choices available. The story allows the player to make a mistake without making the player suffer for it.

The game should be fun to learn as well as to play, and it should be more fun the more you master it.

Although the player was not fully aware of what the consequences that their choices would bring, the game has enough replayability that the player can see the different endings.

We had initially had the option to go back and alter the gameplay. By allowing the player to choosing differently than they had before but we found through play testing this was an unwise choice and decided to remove it completely. This way the players' choices felt as if they had more weight and urgency to them.

All options in the game must be worth using (something) and the net cost of using each option must be using (something). Thus the net cost of using each option must correspond with the payoff you get for using it.

To resolve the issue of showing the impact of the players choices we decided that it would develop as it unfolded. Meaning the player would make a choice followed by the next screen that would tell the player what impact their decisions had. Also by the end of the game the player would be shown their "Morale Class" as per how the player reacted to the decisions.

Moral Classes

The player plays the game entirely unaware of the consequences of their choices. At the end of the story the player is presented with a description of the actions they made. Hidden variables were used to keep track of the players' moral choices. These moral values included:

Philanthropist- Someone who cares greatly about others and protects them.

Pacifist- Someone who avoids violence at all cost and tries to maintain peace.

Opportunist- Someone who looked for advantageous opportunities to further their cause.

Strategist- Someone who carefully when force or diplomacy was needed.

Assertive- Someone who thinks before causing violence, but isn't afraid to use force.

Militant- Someone who aggressively defends your morals and ideas.

Each of these moral classes represented certain moral value that would be kept track throughout the game itself and then presented at the end screen showing player that type of moral path they chose with their actions.