**Politico - Literature Review**

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# **Introduction**

* Introduction to what this document is in relation to my final year project
* Reasons for taking on this project (genres/games that have inspired it and how I am going to be looking at their gameplay in this document)

# **Similar Games**

* Diplomacy
* Reigns
* Civilization
* Victoria Series

# **Politics and Fuzzy Logic within Games­**

* Other games that introduce politics as a *main* theme within the game and how they have gone about it
* Reference my own research into fuzzy logic to determine the political leaning of an area and how this can be used in my final year project to give realistic and non-random political leaning values for an area.

# **Games on the Web and Cross Platform Games**

* How games on the web have changed (briefly) and how technology has gotten to a point where any game, no matter how complex it is, can be made for the web and be played anywhere
* Given that, it is still not common to see games have a truly cross platform implementation where it can be played across mobile, desktop, tablet etc despite the platform allowing for it.

# **Technology**

* Mention the use of TypeScript and React and *why* citing examples of games/application that utilise these technologies to great effect.
* Talk about games that utilise the HTML5 canvas and how it is powerful but limits mobile and cross platform when trying to resize everything whereas html and css flows.

# **Bibliography**