**Politico - Literature Review**

Joshua Jackson – P16179167

# **Introduction**

This document is a review of the relevant literature for my final year project. It will cover what games have inspired the project and what elements have been taken from said games. It will also cover the use of politics and fuzzy logic within games with references to my prior research into the subject. Finally, it will discuss games on the web as a means of being cross platform and the technology choices made for such games and the project as a whole.

# **Similar Games**

The idea behind this project is very simple and so where gameplay ideas have been taken from other games it is usually very small scale and requires discussion as it is more nuanced than a like for like copy.

The biggest inspiration for the project is the mobile game Reigns **[1]** that first implemented the idea of having a Yes/No decision be the only mechanic that a player can interface with. The biggest difference is that the effects of a decision lie entirely within that decision as opposed to being a combination of different factors which is limiting in terms of being able to look at different areas within the game to inform any decision.

Alongside Reigns, another inspiration for the project is the board game Diplomacy **[2]** that utilises politics and the idea of making political decisions that affect different areas within the nation the player controls.

Some other notable mentions would be the Victoria **[3]** and Civilization **[4]** series that the ideas of interacting with a province in the nation and being able to see all of its statistics and how they influence political leaning came from.

# **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**

1. Reigns Game - <https://reignsgame.com/reigns/> (Last accessed 19th December 2019)
2. Diplomacy Board Game Rulebook - <http://www.diplomacy-archive.com/resources/rulebooks/2000AH4th.pdf> (Last accessed 19th December 2019)
3. Victoria Game Series by Paradox Interactive - <https://www.paradoxplaza.com/victoria-ii/VAVA02GSKvic2001.html> (Last accessed 19th December 2019)
4. Civilization Game Series - <https://civilization.com/en-GB/> (Last accessed 19th December 2019)