

Hubris

For this project, I have created a short, choice-centric game, “Hubris”. The setting is based on a newly-created dystopian society, under the rule of the “Global Conglomerate”. The idea behind this is that, oftentimes, dystopian narratives follow the rebel, or the insurgent, rising up to overthrow or change the current government. For this game, we peer into the perspective of the government, and how they choose to deal with the populace.

In this case, we play as a policymaker, the “Chancellor”. Each week, up to 7 weeks, two choices are presented to us. However, they aren’t as black and white as one might expect though. Some choices require thinking on how beneficial or detrimental enacting these policies may be. These choices impact your PR (or public relations) score, and that score is representative of the public’s opinion of the government.

You start on a clean slate. As the person who eliminated disease, the entire world now listens to you. How you shape this society depends entirely on what decisions you make. But ultimately, a dystopian society was never meant to last long. While I said that in most dystopian narratives, we follow the story of the insurgent, and that I wanted to steer our attention towards the eyes of the government, I did not say that the society would end well. Perhaps a bit different from these narratives, and despite it being a choice-centric game, there is truly no choice, as there is only one ending.