

Hotseat

Game Design Document

CONTENTS

Contents, Team, Overview	1
Core Message, Core Mechanics	2
Controls, User Interface	3 + 4
Target Audience	4

TEAM

Stephen Saunders Project Head

OVERVIEW

Hotseat is a minimalist grand-strategy game where the main objective is to lower global carbon emissions through clever country management before the world is overcome by global warming. The player plays as a faceless avatar capable of lightly influencing each country to further this goal.

Our goal is to use this game as a persuasive message against the inaction to face global warming we see on a global scale.

Hot Seat

CORE MESSAGE

Our core message is that, to weather the storm that is global warming, we need immediate globally co-operative action.

With the only provided story being merely a warning for what may come, we are relying on our systems, procedures, and the player's avatar embodiment to pull the weight.

CORE MECHANICS

As our message relies on our systems, we have taken great care to develop meaningful interactions and to trim any excess.

- The player can choose 1 of 3 actions per country per round, with a total of 5 rounds until the world is destroyed.
 - **Pressure:** Target another country and pressure them to lower their carbon emissions. A country that has been pressured cannot take an action that round.
 - **Aid:** Gift one category of resources to another country.
 - **Reflect:** Pressure the country you are interacting with.
- Every run will be different, with each country's stats, carbon contribution, leader, and political system being randomized to allow for maximum possibility spaces.
- Each country has an array of resources that need light management to keep them in check. If one or more of the resources falls below a certain threshold, the country will increase their carbon emissions to make up for it.

Hotseat

CONTROLS

Left-click: Select options & countries.

Right-click & Drag: Move camera.

Scroll: Zoom camera.

M: Change the map mode from overview to heatmap and vice-versa.

Esc: Open up the settings tab, pausing the game.



USER INTERFACE & SCENARIO DESIGN

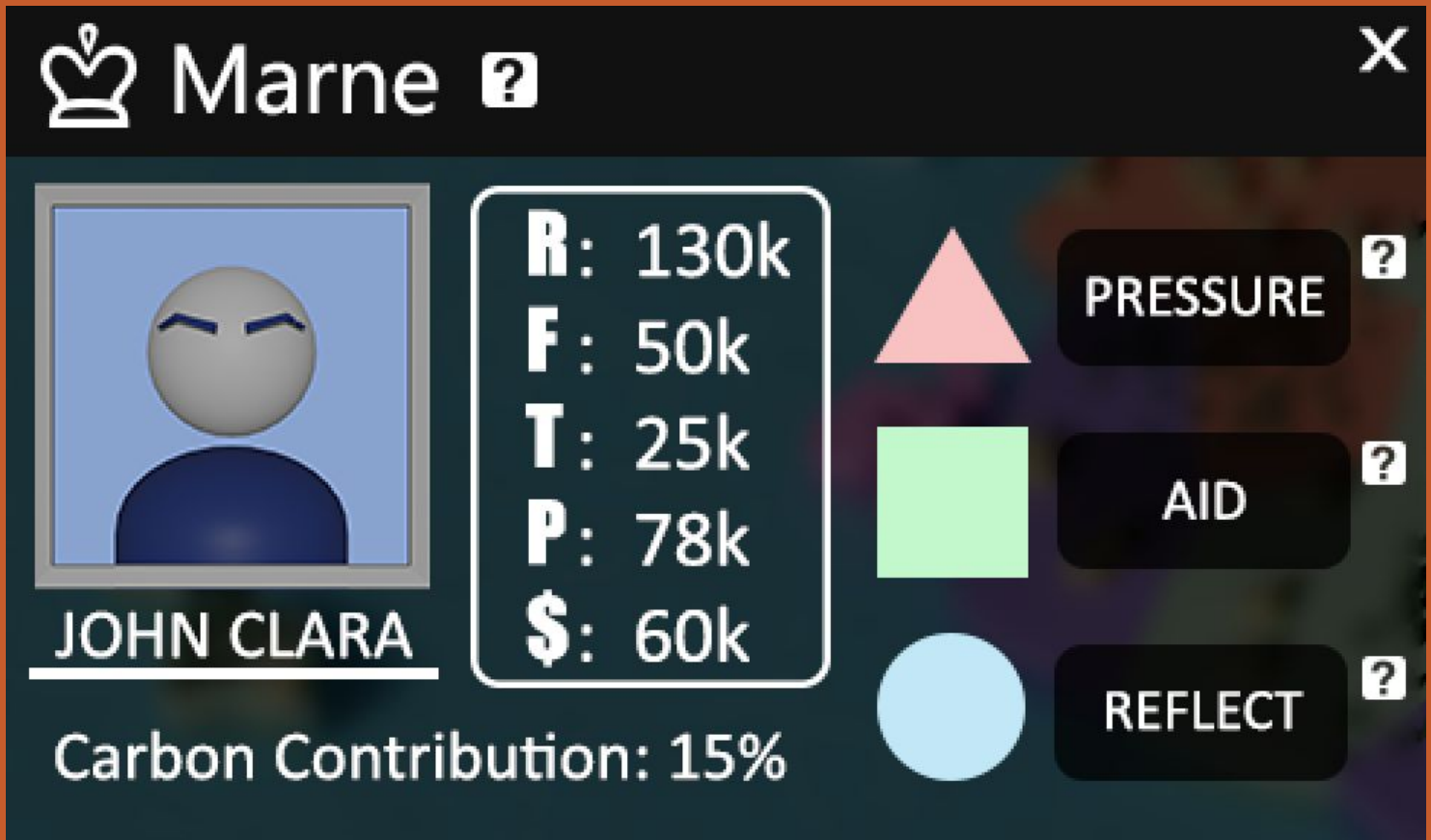
- Keep the UI as clean and minimal as possible as to not confuse the player with unnecessary information.



Hotseat

USER INTERFACE

Tab Header: Government system and country name, information button.



Left: Leader icon, name, and global contribution to carbon emissions.

Resources panel (From top to bottom): Raw materials [R], Food [F], Technology [T], Population [P], Wealth [\$].

Right: 3 influence options: pressure, aid, and reflect, and their additional information buttons.

TARGET AUDIENCE

- The art style aids in attracting the tabletop board game crowd.
- Main audience is about ages 14 - 25.