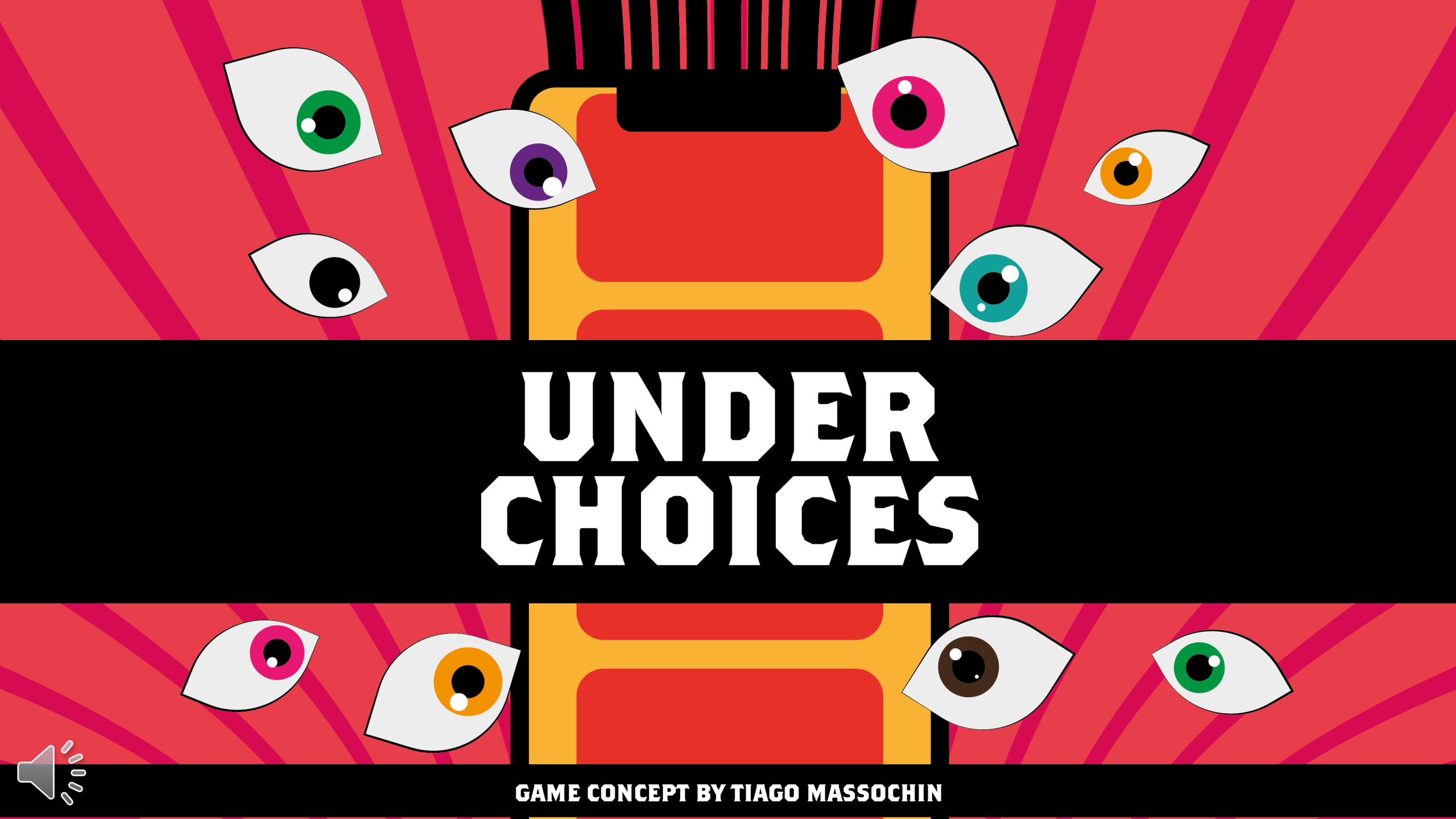

UNDER
CHOICES
GAME CONCEPT BY TIAGO MASSOCHIN

UNDER CHOICES

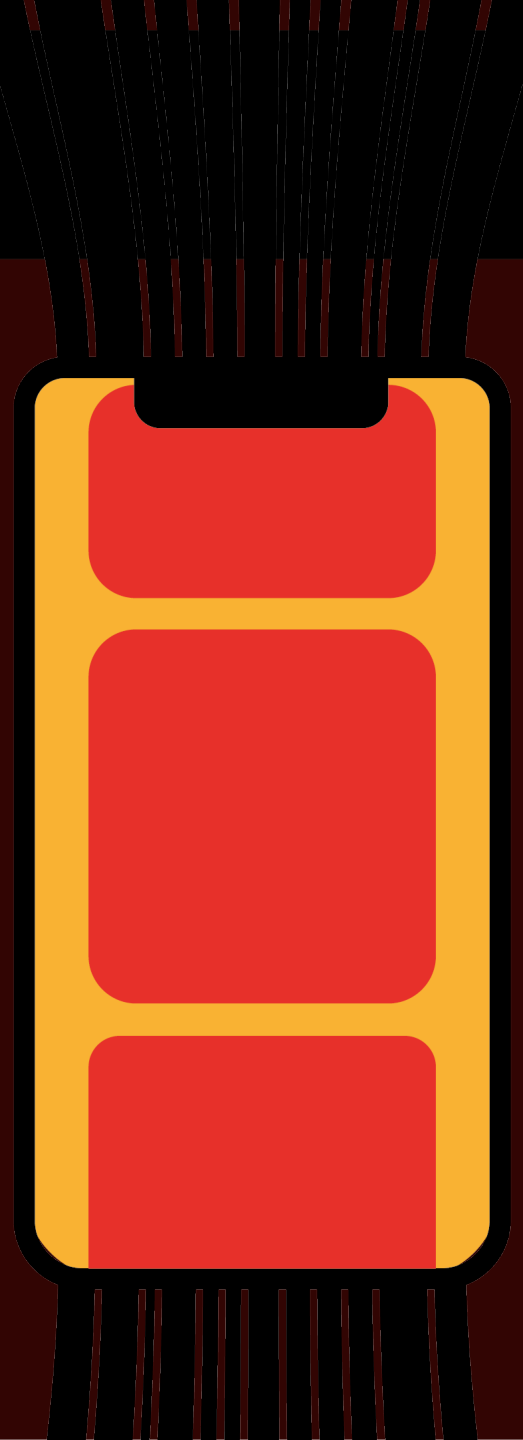
Description

- Criticism of extremism in Brazil due to doomscrolling
- Latino-Punk (?) dystopic future
- USAR, a nation ruled by an extremist dictator regime
- Censorship of newspapers and control of social networks
- Choosing which posts should and shouldn't be boosted
- Play as Luta Lakraram, chief censor

UNDER CHOICES

Hooks

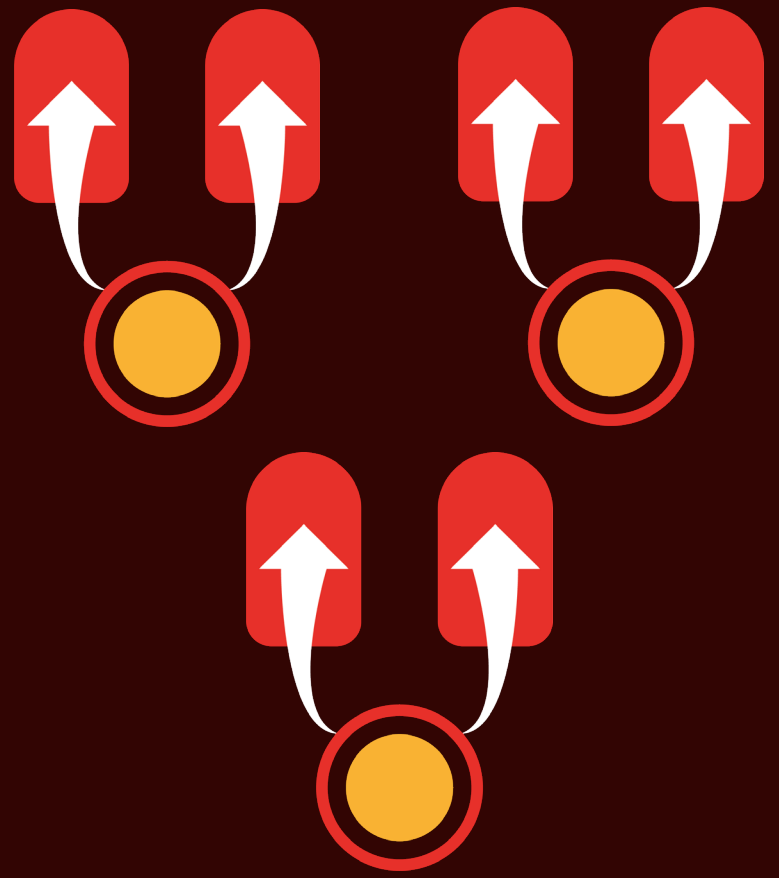
- **Genre:** Puzzle, Strategy Latino-Punk
- **Platarform:** PC
- **Number of Players:** 1 player story based adventure
- **Camera:** 1st Person camera system
- **Lenght of Play:** 25 minutes
- **Target Rating:** age 15+



UNDER CHOICES

Story

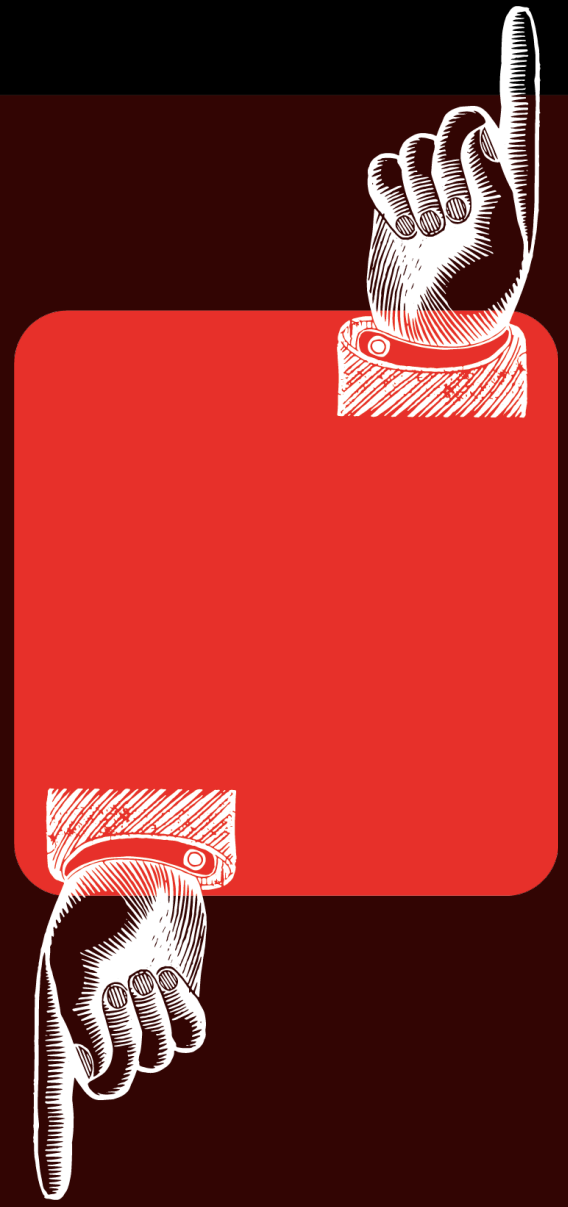
- Dystopian future in 2184
- Union of South America Republic
- No press freedom
- Criticism with humour
- Social networks are the source of information
- USE stealthily controls everything
- Luta Lakraram must choose which editor to trust
- Freedom, censorship or be fired - literally



UNDER CHOICES

Gameplay

- Puzzles and Strategy
- Control the chief censor of USAR
- One single screen
- Choose publications carefully
- Choices affect the world of Under Choices
- Be careful not to draw too much attention
- Choose an ideology and manipulate the people of USAR



UNDER CHOICES

Pillars

- Satirist criticisms
- Freedom of choice
- Consequences

UNDER CHOICES

Characters

- **Luiz Silva** - Head of Post Command

- **Carla Peres** - Publisher with progressive alignments
- **Normal Torres** - Editor centered
- **Pedro Bial** - Editor with a passion for the USAR government

UNDER CHOICES

NOT A GAME, AN EXPERIENCE.

- Critical theme
- Unique art
- Easy and dynamic gameplay
- Dynamic and remarkable story
- Generate political, social or philosophical questions in players
- A bit of critical humour

References

- Papers, Please
- Headliner

UNDER CHOICES

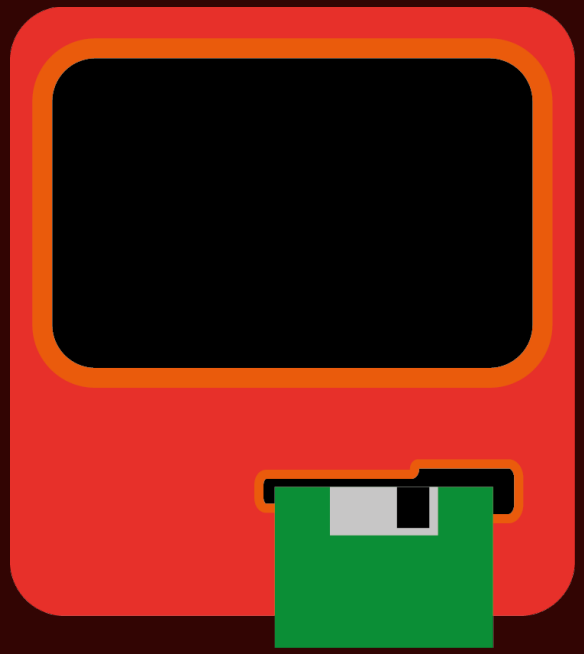
Revolution plans

- **2 weeks** - Set gameplay aspect
- **2 weeks** - Define the dynamics of the story and the storyline
- **4 weeks** - Programming and illustration
- **4 weeks** - Playtesting and publishing

UNDER CHOICES

My experience, I can help

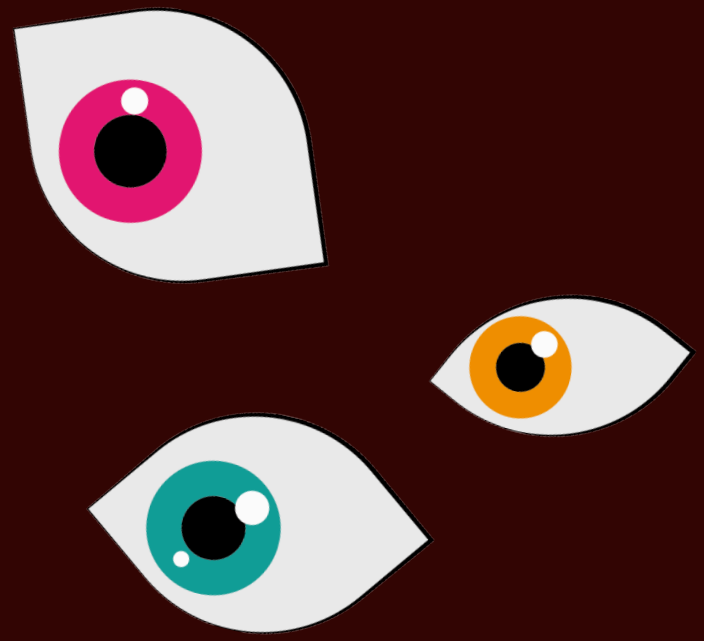
- Bachelor in Graphic Design
- Unity and Unreal
- Narrative writing
- Audio design and Composition
- Pixel art
- I can program it too, but you don't want that



UNDER CHOICES

USAR NEEDS YOU!

- Good opportunity for the portfolio
- Programmer, Artist, Writter
- Acquire critical and political knowledge Game that can stand out in the independent market
- Improve your storytelling skills
- A project that will be launched on the market
- Have fun in the production, before they find us



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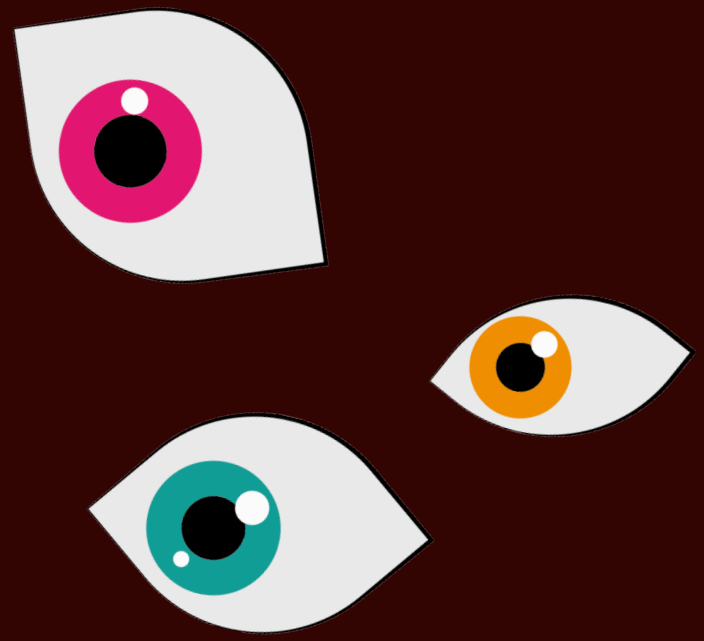
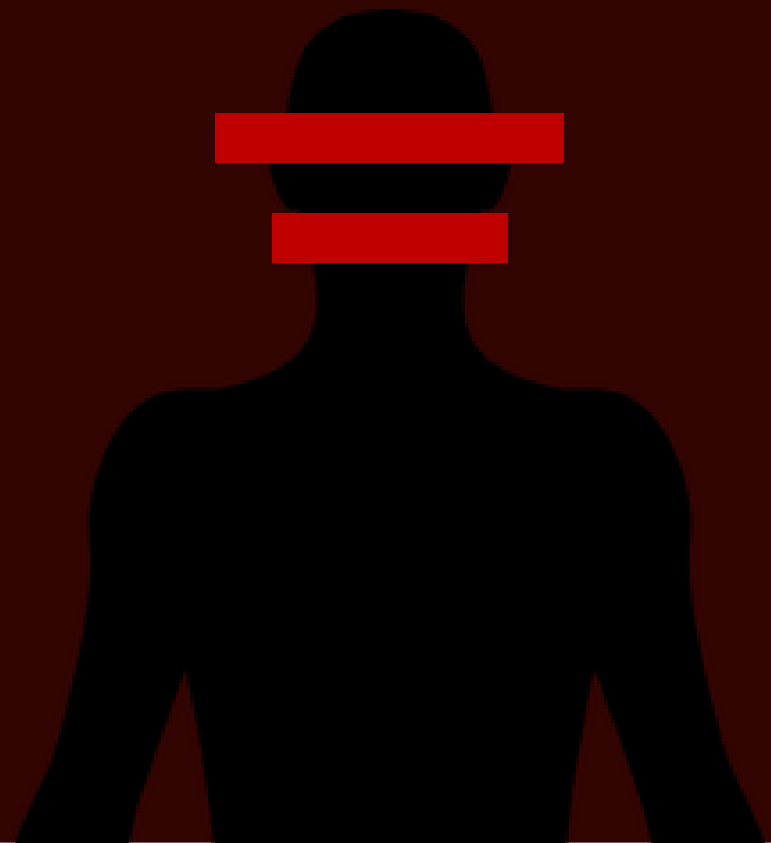


UNDER CHOICES

No freedom to ask questions

- Proceed at your own risk