

A stylized character with a red and yellow body and a black comb-like headpiece. The character is surrounded by several large, stylized eyes with various colored irises (green, purple, pink, orange, teal, brown). The background consists of pink and red diagonal stripes.

# UNDER CHOICES



GAME CONCEPT BY TIAGO MASSOCHIN

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## DESCRIPTION

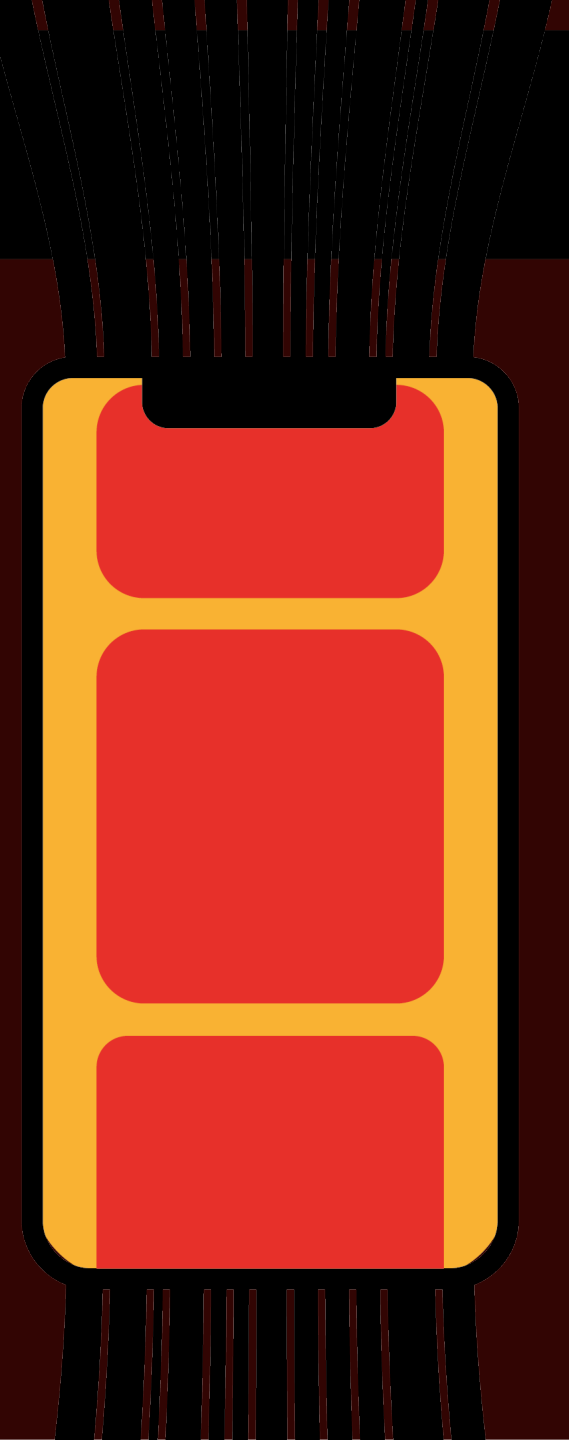
- Criticism of extremism in Brazil due to doomscrolling
- Latino-Punk (?) dystopic future
- USAR, a nation ruled by an extremist dictator regime
- Censorship of newspapers and control of social networks
- Choosing which posts should and shouldn't be boosted
- Play as Luta Lakraram, chief censor



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## HOOKS

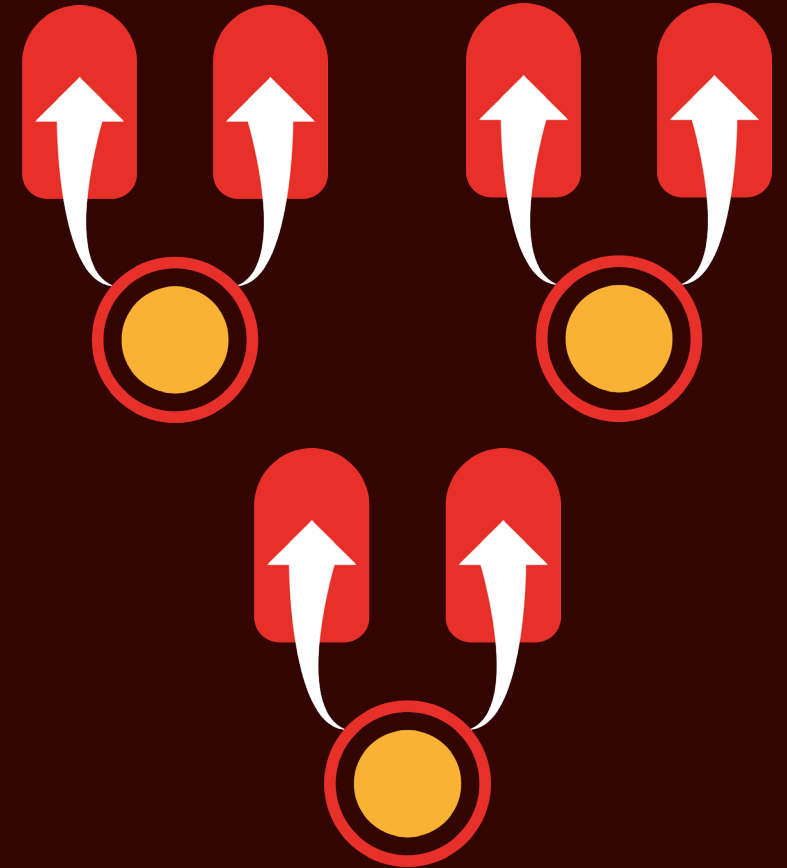
- **GENRE:** Puzzle, Strategy Latino-Punk
- **PLATARFORM:** PC
- **NUMBER OF PLAYERS:** 1 player story based adventure
- **CAMERA:** 1st Person camera system
- **LENGHT OF PLAY:** 25 minutes
- **TARGET RATING:** age 15+



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## STORY

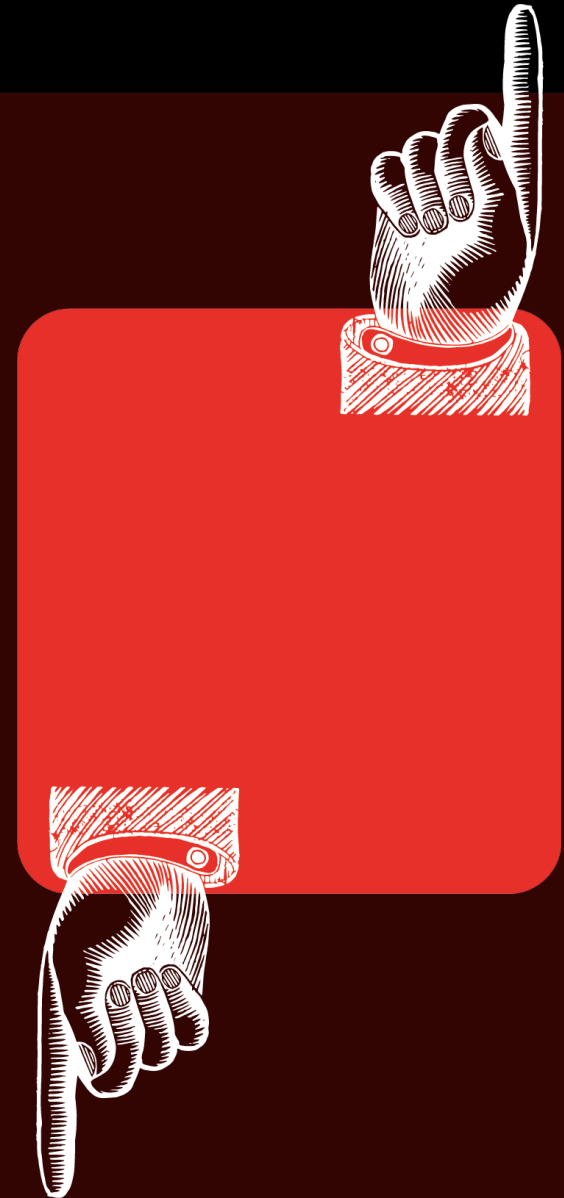
- Dystopian future in 2184
- Union of South America Republic
- No press freedom
- Criticism with humour
- Social networks are the source of information
- USE stealthily controls everything
- Luta Lakraram must choose which editor to trust
- Freedom, censorship or be fired - literally



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## 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**



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## PILLARS

- **SATIRIST CRITICISMS**
- **FREEDOM OF CHOICE**
- **CONSEQUENCES**

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## 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





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## REFERENCES

- PAPERS, PLEASE
- HEADLINER



**HEADLINER**  
NOVINEWS

# UNDER CHOICES

## REVOLUTION PLANS

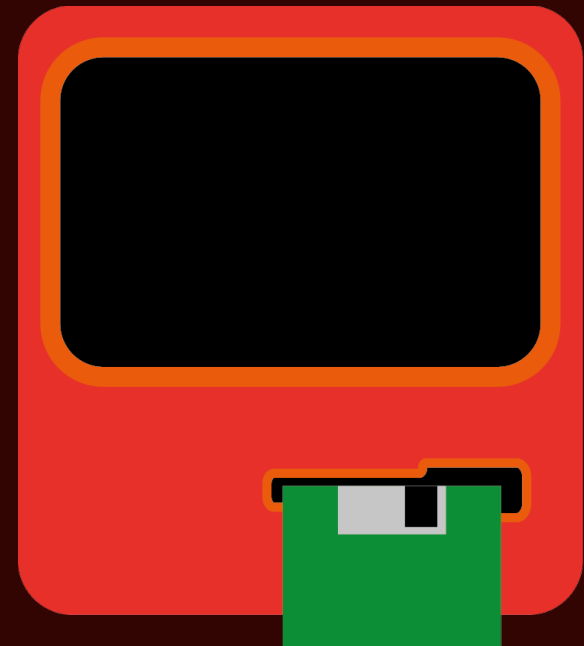
- **2 WEEKS** - Set gameplay aspect
- **2 WEEKS** - Define the dynamics of the story and the storyline
- **4 WEEKS** - Programming and illustration
- **4 WEEKS** - Playtesting and publishing



# UNDER CHOICES

## MY EXPERIENCE, I CAN HELP

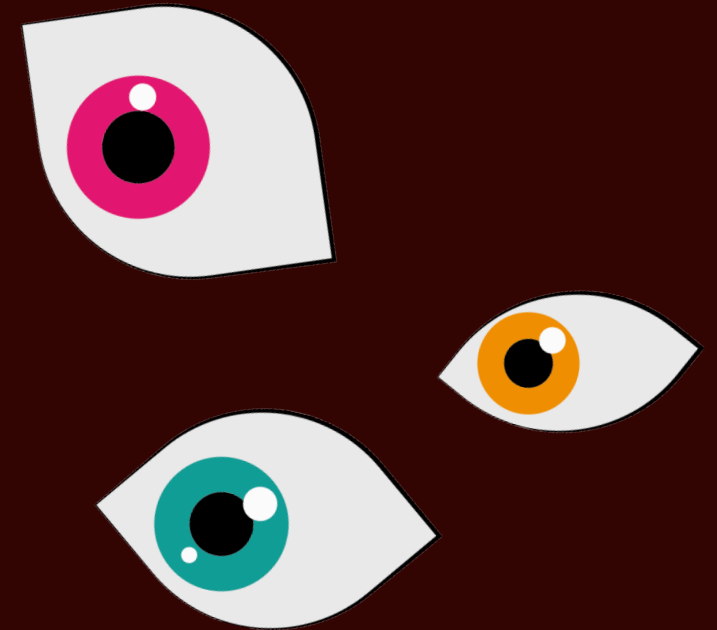
- Bachelor in Graphic Design
- Unity and Unreal
- Narrative writing
- Audio design and Composition
- Pixel art
- I can program it too, but you don't want that



# UNDER CHOICES

## USAR NEEDS YOU!

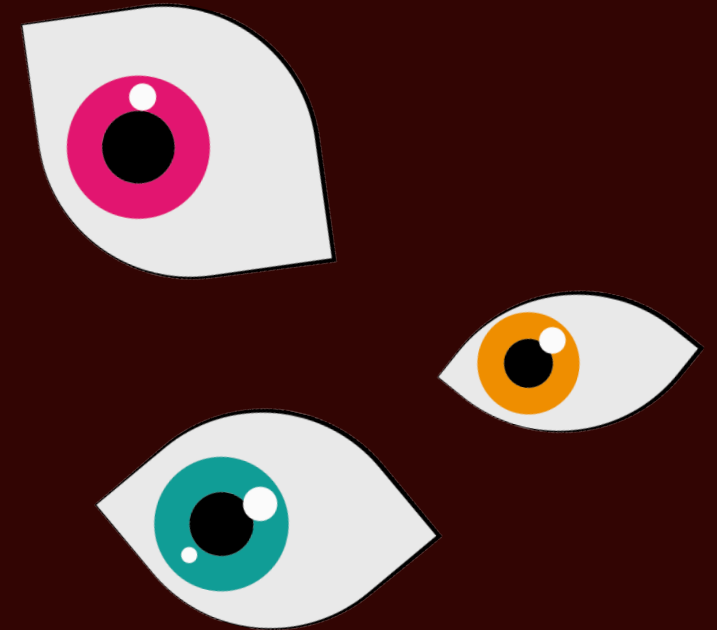
- Good opportunity for the portfolio
- Programmer, Artist, Writer
- Acquire critical and political knowledge Game that can stand out in the independent market
- Improve your storytelling skills
- A project that will be launched on the market
- Have fun in the production, before they find us



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## NO FREEDOM TO ASK QUESTIONS

- Proceed at your own risk

