

# Final Project Documentation

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## I. INTRODUCTION

ON the 3rd of July, 1981 The New York Times reported that 41 homosexual men were diagnosed with rare and quickly developing form of cancer for an unknown reason. In the following year, it was given the name acquired immunodeficiency syndrome (AIDS). A bit later researchers had discovered that human immunodeficiency virus (HIV) is the one causing it. People started to refer to the disease as gay-related immune deficiency, which helped put even more stigma on gay people, who just started to fight for their rights in 1969. At first, people were scared of the unknown - that is the first step to discrimination and segmentation. The virus was spreading with enormous speed. The main reasons for that were a problem with sharing the information and stigma. In 1987 Larry Kramer created ACT UP in New York - many people united in anger and organized fundraising and protests to reduce the price for medications and bring attention to the problem.

This project is a board game based on HIV-fighting related events that happened during 80s and 90s.

## II. METHODOLOGY

There are several groups in the game. It is possible and rather necessary to move from one group to another during the game. The transition can be based on one's beliefs or strategy.

### A. Groups

1) *Rich People*: Rich people have money and connection, so it can be useful to have one of them as an ally. In this game, they are viewed as separate people. Thus, they do not have to act as a group.

2) *ACT UP*: A community of people who lost a lot of friends to the HIV epidemic and turned their anger into fighting for still alive HIV positives. They organize protests, fundraising, memorials, and react to other groups' actions. It would be fair to say that this group is the central one in the game. In the game, they are viewed as a group rather than separate from each other.

3) *Ball Community*: These are people who belong to underground ball culture. This group includes anyone from the queer community. There can be a lot of overlaps with the ACT UP group but they do not always have the same values. These people just feel suppressed by pop culture, so they created their world. In the game, they are viewed as a group rather than separate from each other.

4) *Journalists and Popular People*: Just like rich people, journalists and popular people can influence society on a large scale. They can support any group or just say what they think. In this game, they are viewed as separate people, therefore, they do not have to act as a group.

5) *Government*: Government is the one that decides almost everything. Most actions by ACT UP are opposing the government directly. In this game, they are viewed as a group.

### B. Groups' Statuses

Each group has a certain status bar that changes as the game progresses. The initial distribution is as shown in Fig. 1. During the game, the status bars are updated.

Along with the group's status, it is possible to keep the amount of money the group has. It is essential for groups that act together and are united by the same goal.

### C. Person's Status

Each person has a status representing their health. The health parameter is chosen because it reflects the lifestyle, loneliness, how much money one has. It prevents people from just switching from one group to another for fun.

Group	Initial Status
Rich People	60-70%
ACT UP	5-20%
Ball Community	0-10%
Journalists and Popular People	50-70%
Government	50-70%

Fig. 1. Results: time and best rank

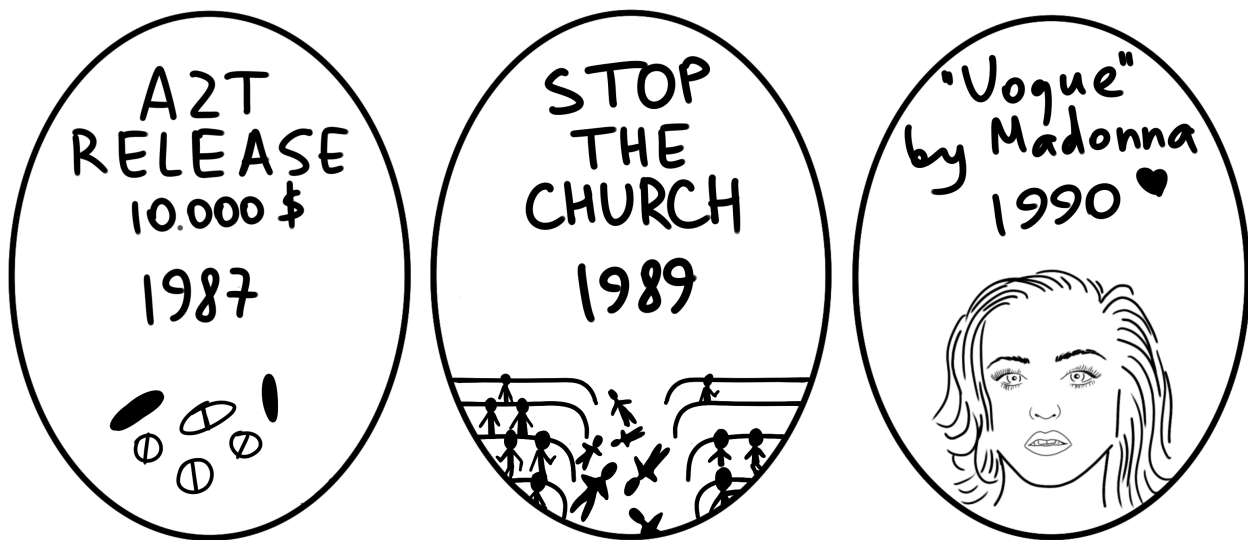


Fig. 2. Possible Cards

#### D. Hidden Intentions

Game Master has the power to force some hidden intentions on the players to make the game even more unpredictable. Hidden intentions are something that can drive a player's actions in another direction, not corresponding to their group.

For example, there is a woman in the government, and she has to hide that she is a lesbian in order not to lose her job. She wants to support ACT UP and attend their meetings but she is too scared. Now she has a choice - either lose her job and join another group or keep the job. If she chooses the first option, she will have to look for another job and her health status might go down. If she keeps the job, she can try to influence the government from the inside.

Another example could be this: a rich man got infected with HIV and he is at the very beginning of his journey. He knows he is gay but he can not tell people about it because he does not want to lose his respect in the community of the rich ones. He chooses between joining ACT UP and/or Ball Culture Community and staying where he is. The reason to join ACT UP could be to help them financially so they could win faster. Otherwise, he will be dying probably as fast as any other HIV-positive player.

#### E. Transition Between Groups

There are some restrictions on joining a group.

*Rich People:* a certain amount of money; the number is defined before the game by the Game Master.

*ACT UP:* willingness to help them and accepting taking risks.

*Ball Community:* the player belongs to the queer community according to their role or hidden intentions. They are willing to make donations to the community.

*Journalists and Popular People:* the player is popular according to their role or has connections.

*Government:* the player has good (what is good - must be defined by the Game Master) reputation according to their role or has connections in the government.

#### F. Action Cards

Action cards refer to some historic event of small or large scale. Examples are shown in Fig. 2. Other possible cards could be:

- 1) New gay bar opened! Nevertheless, they do not let HIV-positive and transgender people in.
- 2) Cosmopolitan magazine published an interview with a doctor and claims that women cannot get HIV.
- 3) ACT UP is running out of money, they need to organize a fundraising
- 4) Church spreads rumors that condoms can not prevent getting HIV.
- 5) Someone wearing a black jacket dies during the last protest.
- 6) A transgender woman was taken by the police, and she must be bailed out as soon as possible, otherwise, she will probably be abused or killed there.

### G. Game Master

The Game Master is a very important figure because they manipulate the rules, update the scores, resolve misunderstandings, and limit discussion time. They should also make sure that everyone is playing according to rules and participates in the group discussions.

### H. Dice

A dice is rolled at the end of each round. It determines the stage of HIV of a player. There is a restriction: gay people roll it every two rounds, while non-gay people roll it every seven rounds. If a person is gay but not out yet, they secretly roll it every five rounds, maintain their health status and report it to the Game Master.

- 1) *An Action Card*: A new action card is taken at the beginning of around.
- 2) *Discussion*: A group targeted by the action cards discusses and decides what they will do.
- 3) *Reaction*: If the decision of the targeted group affects another group or person, that group or person must react, otherwise, they lose some of their statuses.
- 4) *Limits*: Each group can react only once during one round.
- 5) *Dice*: At the end of a round, players roll a dice. Who rolls it is defined by the rules from the previous section and by the Game Master.
- 6) *Status Update*: The Game Master updates all the scores.

### I. Winning

- 1) If one group maintains its status bar at any number higher than 90% for three rounds consecutively.
- 2) When one group loses all of its members, opposing groups win.
- 3) When opposing to ACT UP groups maintain their status bars at any number lower than 30%, ACT UP wins.

## III. TAXONOMY

### A. Online Versus Offline

Both.

**Offline**: All the rules and constraints are generated before the game.

**Online**: The Game Master can adjust the rules within the constraints or introduce new rules.

### B. Necessary Versus Optional Content

Both.

**Necessary**: Division into groups, Game Master, initial rules, dice are necessary.

**Optional**: Adjustments to the rules within the constraints are optional.

### C. Random Seeds Versus Parametric Vectors

Both.

**Random Seed**: The game contains group discussions and dice rolling, which introduces randomness.

**Parametric Vectors**: The players are given a certain role at the beginning and their hidden intentions - these can be considered parameters.

### D. Stochastic Versus Deterministic Generation

**Stochastic**: The game is completely unpredictable as all the decisions are taken by people during the game play. Moreover, the dice rule brings even more unpredictability.

### E. Constructive Versus Generate-and-Test

**Constructive**: The game rules are constructed once before the game and they are not changed during the game.

## IV. RESULTS

To evaluate the game, I use the following metrics:

- 1) **Scalability**. The game must be scalable to any number of people. Indeed, the rules do not focus on how many people each group has.
- 2) **History-based**. The action cards must be the events that happened in the past.
- 3) **Non-binary**. The game must not have an effect of "good against bad". I tried to solve it by introducing hidden intentions. The presentation is in [this GitHub repository](#).