# Game Design Document Outline

A game design document is the blueprint from which a game is to be built. As such, every single detail necessary to build the game should be addressed. But considering the time constraints, short descriptions to convey understanding of the topic/header is sufficient. Though, most of your design might not be developed, it would be good to think through it at the least.

1. Title Page
   1. Game Name – Perhaps also add a subtitle or high concept sentence.

Financial background, level of prosecution, what are we running from, etc. Economic asylum seekers. Political asylum. Person is responsible for controlling who will enter the country or not. As the officer, it is upto you to tell if the other person is lying or not. The system has to be clever enough to answer based on the questions it is answering. Give information to the officer as background information about the person seeking asylum. Randomly generate asylum seekers. Put a limit on questions. Based on the sentiment, the officer can choose how to let the person in. As an officer, you can make a judgment call.

Take words that are being used to justify this, and give weight to it. eg. education, person has children, age, etc, the needs of the country, etc.

An officer at the checkpost has to go back to sleep, with the conscience that they did the best they could.

The player provides an input of why they have chosen to grant them asylum or not. Then we can come back to the person saying that they have justified to some extent (based on our weightage).

For example, if our country needs teachers, and we need teachers coming in.

Don’t make it completely text: have an image of a refugee coming along. Bangladesh and myanmar refugees (rohingya)

1. Game Overview
   1. Game Concept

Game is about conflict and the troubles people face as refugees. People have resources, and they will need to negotiate to cross territories. We will try to use GPT-2, the latest and most advanced language model to drive conversations. Users will need to successfully negotiate with bots to gain entry / exit into countries as they flee from war and terror.

We take inspiration from papers, please. We wish to replicate a similar experience, except

**over text (ASCII)**, but with less scripting, more AI. We wish to recreate the feeling of playing an old- school text adventure game such as Zork. The goal of the narrative is not for the player to care about winning (Surviving the war) or losing. Rather, it is about giving them a realistic feeling of what it is like to be a refugee, and enable inter-personal interactions that drive this home, by using text models. **The goal is not the gameplay, the goal is the narrative.**

* 1. Genre: RPG, puzzle, text, narrative based.
  2. Target Audience: Anyone who wishes to empathize with refugees and the troubles they face.
  3. Game Flow Summary – The interface will be primarily text based, with a console. We might have visuals that we cut to for progress. There are two main screens: One where they choose their next destination as they flee from the war. This will be a grid, with territories that are currently at war. The player needs to choose where to move next so they can outrun the war. Once they choose the next location, they will be thrown into dialogue, where they need to convince the person that they deserve entrance into the country, or deserve to be taken in as a refugee, convince people that they should be smuggled, etc.
  4. Look and Feel – What is the basic look and feel of the game? What is the visual style?

The visual style will be minimalistic, consisting of text during the interaction phase. The text will be colored to highlight key events. In the selection phase, the art will be minimalist and use ASCII-art, such as the game Cogmind.

1. Gameplay and Mechanics
   1. Gameplay
      1. Game Progression
      2. Mission/challenge Structure
      3. Objectives – What are the objectives of the game?

The objective is to outrun the war that is raging within the game world. As a refugee, you have no real resources to speak of. The only thing you can do is to negotiate with fellow travelers, and people in the city you are currently at to escape. The objective is to stay alive by outrunning the war, talking to people, and negotiating.

* + 1. Play Flow – How does the game flow for the game player
  1. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.
     1. Physics – How does the physical universe work?

There is no physics in the game, since it’s grid / text based.

* + 1. Movement in the game

The player uses their cursor to select their next location, after which they negotiate using text.

* + 1. Objects – how to pick them up and move them
    2. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used

Text and cursor based actions. Actions in text will be based on commands they can perform, such as “charm”, “threaten”, or “cajole”. We will try to pick up on these from full sentences using sentiment analysis. Using these, we will drive the AI to respond, based on its disposition.

* + 1. Combat – If there is combat or even conflict, how is this specifically modeled?

The combat is abstracted from the user. If they stay in a region where there is currently a war, they lose a life. If they have an interaction where the outcome was unfavourable (eg. that of a policeman they refuse to bribe), they can lose their money, health, or both.

* + 1. Economy – What is the economy of the game? How does it work?

After a successful discussion with an agent in the game, they may give the player money, food, or help with transportation. The player will need to have enough food to survive, and will need to move through the grid for long enough to escape the war.

* + 1. Screen Flow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.
  1. Game Options – What are the options and how do they affect game play and mechanics?
  2. Replaying and Saving
  3. Cheats and Easter Eggs

1. Story, Setting and Character
   1. Story and Narrative – Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.
   2. Game World
      1. General look and feel of world

The game will be very sparse, and will thus come with textual descriptions of regions in the game, and the current geo-political situation.

* + 1. Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)
  1. Characters. Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters

We want the player to self-insert themseleves, thus we will ask them for their name and age at the beginning of the game. The NPCs will have their names drawn from a large pool of names from within the game, reflecting names from some region that is undergoing political instability currently (eg. the middle east?)

1. Levels
   1. Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.
   2. Training Level
2. Interface
   1. Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?

The HUD will involve the current state of the state of the player (their health / money / food), the current state of the war (that is, which territories are at war, and where the player currently is). There is no camera model,since the game view is 2D, top-down.

* 1. Control System – How does the game player control the game? What are the specific commands? The player controls the game by using their mouse to click on the next location and interact with UI elements. Other than this, the player primarily communicates using text.
  2. Audio, music, sound effects

We will generate audio using a chiptune maker(<https://beepbox.co/>) and bfxr(<https://www.bfxr.net/>

), and take royalty-free OSTs from OSTremix.com.

* 1. Help System

1. Artificial Intelligence

All of the AI will be driven current NLP tools to provide depth to the responses. We will extract out sentiments using sentiment analysis, decide what action is to be taken next by the AI using a simple decision tree based approach, and then generate the response by using NLP. For us, the interesting challenge is that of trying to make the player *feel* as if they are really in that scenario by generating real, plausible interaction between the player (as a refugee), and the AI that they interact with. To the best of our knowledge, this has not been done before --- In that, no one has tried to deploy state of the art language models (which have only become good at text generation the past year or so), to provide depth to a narrative-focused text based RPG.

1. Technical
   1. Target Hardware

PC with GPU preferred, because a GPU is necessary to run the language model at acceptable speeds. If we choose the game to be ASCII-only, we can run the whole thing over an SSH session (and indeed, *provide the game over SSH for others to enjoy!)* This depends on the final art style we settle on. We would like feedback on this aspect.

* 1. Development hardware and software, including Game Engine

Either Unity, Godot, or pygame if the art style is entirely ASCII.

* 1. Network requirements

Internet connection for SSH.

1. Game Art – Key assets, how they are being developed. Intended style.

Taken from opengameart.com. Art style is minimal, cartoony. Might even be fully ASCII.