Game Jam Project Concept

Player Control
1. You control a stationary avatar who operates multiple monitors
2. In this 2D game
3. Where **mouse clicks** on buttons on the virtual monitors have an effect like opening different links in the game

Basic gameplay
1. During the game, fake & real news appear from the centre of the screen/ on one of the avatar's monitors and the goal is to use a bit of both to convince the bots/ virtual characters to invest in your crypto
2. During the game, buy/ sell prompts appear to the avatar from the centre of the screen and the goal is to buy/ sell at the right time to amass enough wealth before the bubble eventually bursts

Sound effects
1. There will be sound effects for new followers, market crashing/ bubble bursting
2. Particle effects in the form of bubbles when a new notification comes in for the avatar

Gameplay mechanics
1. As the game progresses, the player will be shown different types of news they want to post to their feed. It could be real or fake, it is up to the player to decide which they use
2. A form of chart showing the state of the market will be visible to help the player decide if to sell or buy and at what time

User interface
1. The followers will increase when the news the player put out is believed. They will decrease if they don't believe it
2. The chart will fluctuate depending on how much the player sells/ buys
3. At the start of the game there will be a brief cutscene explaining the crypto bro's situation and the current economic bubble.