Online local community politics:
A simulation game

"Kommunalplanung und Gamification"

by Jan Echebiri

Technical specifications:

- NodeJS server, hosted on Heroku
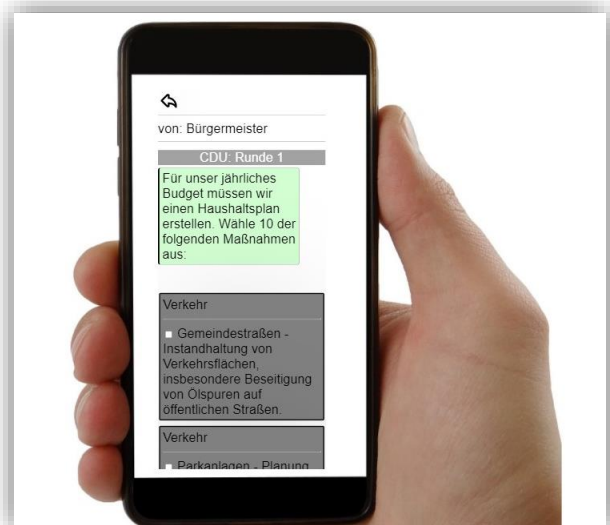- MySQL Database, added as Heroku module "JawsDB"

Aim:

- Local political simulation game for multiple participants
- Jump into the role of a local politician
- Make decisions based on the politician's party
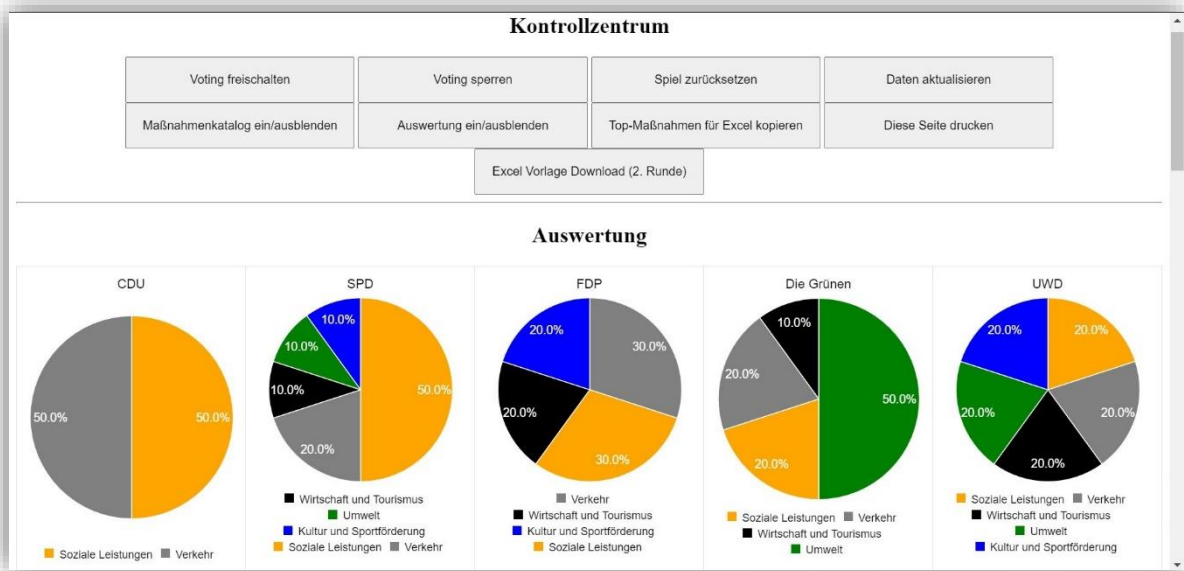- Determine the allocation of the city budget

The player accesses the website, signs in and sees the homepage (app drawer) of a member of his chosen political party.

He now has access to information about his chosen party, to recent votes and – most importantly – his SMS.

Disguised as "messages from the mayor", the player now chooses a previously set amount of actions that he wants to be realized with the city's yearly budget.
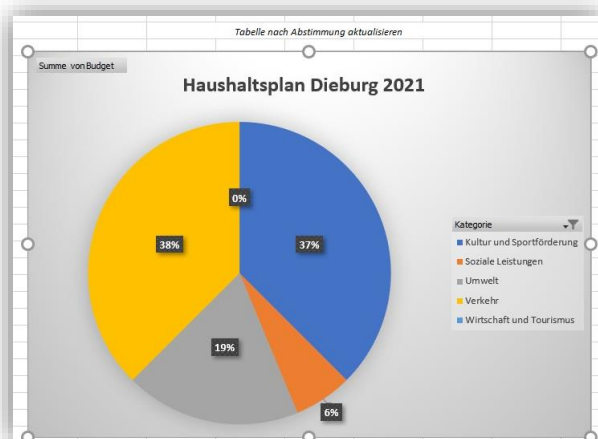
As preliminary conclusion, the game leader can now see the distribution of interests across the different participating parties.

After extracting the actions with the most initial votes, all parties can now see how much these actions will cost and how much budget is available. Based on that, each party again decides if they support the specific action or not.

Finally, the annual budget distribution of the city is displayed in a graph, sorted by categories. This marks the end of the simulation.