Game Concept Draft:

Accountants Creed

(Temporary Title)

# Synopsis

This is a turn-based, 3/4view tactics game with a comprehensive in-game economy and lite RPG mechanics. The player must learn and navigate this economy to make money, while conducting accounting practices that parallel the system in Australia. Upon completion of this game, the player should understand the theory behind the current economic and tax systems in place within Australia, as well as intermediate accounting.

# Philosophy

Having an understanding of economics and finance is a huge advantage in the business world, and sadly many individuals are reluctant to learn as it is a topic that has traditionally been seen as intimidating and brutally dry. My game attempts to allow individuals a starting point with which to gain an understanding of the core systems and their practices, from which the player may then advance toward a state of complete mastery. This game is not designed to teach people to be accountants, but rather to understand the economic system and how it works.

Furthermore, this game operates under the philosophy that current models of teaching are dry not necessary because of the content, but because individuals (especially children) desire instant gratification, and overcoming this is a lifelong process. My method of teaching is designed to embrace this already existing drive for instant rewards over delayed rewards, for the purpose of enhanced learning.

# Story

The game features two main protagonists; a wandering merchant named Janet, and an accountant named Steven. Janet encounters Steven in an alleyway beset by thugs, and assists him in combat. Afterward the two introduce themselves as initiates in the merchant’s guild, and the “Order of the Red Letter. They decide that a business partnership is perhaps the best way to ensure survival. They then wander the land, trading goods and helping the disadvantaged with their tax troubles.

# Mechanics

The game seeks to marry simple RPG mechanics and accounting, with a central focus on learning. The mechanics are then, in order of importance:

* Accounting problems that represent real-world practices, such as preparing tax return forms and BAS statements. Along with simpler problems that demonstrate an understanding of how economic systems work.
* A money-making system that involves trade and teaches macro & micro economics.
* Tactical turn-based map exploration with real-time battles.

# Gamespace

The game has two primary gamespaces; town navigation and overworld navigation, the gamespace is strictly Discrete, with no continuous elements.

## Town

When in town, the player is presented with a mattpainting of the town, and may select and navigate to the various points of interest within that town using the mouse. Visiting areas takes time, and allows the player to perform tasks such as selling goods, purchasing equipment, and accepting accounting quests. This gamespace is a series of screens that will pop up in the same scene, tracking player progress and mechanical details.

## Overworld Map

The map is what allows the player to travel between towns and exchange goods, is divided into hexes that contain data pertaining to time taken to cross, danger of ambush, chance of hazard, ect. The player will be tasked with planning their journey from town to town, weathering the dangers that they will face along the way. The combat screen will be a little window that pops up displaying a real-time pseudo tower defense automatic RPG battle, where the player defends the caravan from attackers with the avatars under their control.