

Capstone Game Document

Designer: Chaocheng Lin

● Story

In 1949, the government of the Republic of China retreated to Taiwan Island after losing the Chinese Civil War. Taiwan's temporary government has largely restricted civil and political rights including voting rights of the Taiwanese people until 1990. Taiwan held the first direct election of the President and Vice President in 1996. Taiwan also has a special international status. Taiwan is in the power struggle between China and America. Therefore, During each Taiwan presidential election period, the internet and the TV are filled with plenty of fake messages and fake news. And also there are many poison-pen letters and slanders.

● Core mechanic

Players is a Taiwan president candidate and will try to win the election.

1. Election stage :
 - a. Propose political view
 - b. Solicit votes
 - c. Publicize (flyer & advertising board)
 - d. Cyberwarfare
 - e. The hustings
 - f. Bribery
 - g. Slander
 - h. Event

- Art style, sounds, and general tone
 - Art style: Editorial Cartoon
 - Sounds: Taiwanese songs(pop, tradition)
 - General tone:
 - Taiwan has two main party
 - Kuomintang of China(KMT)-Blue
 - Democratic Progressive Party(DPP)-Green
- What type of experience are you trying to create? Why would someone want to play your game?
 - Many young people didn't understand the presidential election and also they didn't care about the politics.
 - I would like to create the game can let those people know about the election and the things what president did.
- What technologies are you planning to use? Include all the tools you think you might make use of (art, music, etc.).
 - Unity3D
 - Music: Taiwanese songs(pop, tradition)
 - Art: Taiwan Political Cartoonist
 - 3D model: Google Poly, Free 3D Download