

Taiwan Presidential Election Simulator

Table of Contents

- [Introspection/Goals Write up](#)
- [Related Work and Inspirations](#)
- [Design Progress](#)

Introspection/Goals Write up

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.

- 1. What do you want out of this? Career prospects? Industry? Academic? Non-game industry industry? Independent games? Personal expression? Social impact?**
 - a. I would like to make an academic game because I will provide some Taiwan history in this game.**
 - b. Not only the Taiwanese but the others can be positively affected by this game.**
- 2. How are YOU going to make your project special and notable?**
 - a. Taiwan is a special country and it has a unique president election**
 - i. For example, In Tainan, Taiwan on 19 March 2004, the day before Taiwan's presidential election, President Chen Shui-bian and Vice President Annette Lu were assassinated while they were campaigning. Next day, they got the 50.1% approval ratings and won the election.**
 - b. There are no any game about Taiwan election. And this game can let more people understand Taiwan, elections and democracy.**
- 3. What sorts of games do you want your project to be compared to?**
 - a. Sims, some RPG games. But its still have some differences.**

4. What tone do you want to evoke? Serious, funny, sad, etc?
 - a. I preferred the funny tone but players can get the serious reflection when they finish this game.
5. What do you want to stand out about your game? Visuals? Gameplay? Story? Social impact? Educational value? Innovation? New technology?
 - a. Gameplay, Social impact, and Educational value.
6. What do you consider to be your strengths and weaknesses as a design and developer?
 - a. strengths : programming and idea
 - b. weaknesses : art design and time management.
7. Where do you want to grow the most as a developer while making your capstone project?
 - a. I hope I can finish the “completed” game and it is funny.

DEMO

Related Work and Inspirations

1. Tropico



In tropico, the player needs to take the role of the ruler. In my game, I would like to make the different aged people and the player needs to control it.

2. Richman10



In my game, I will use 3D Interface, like Richman 10.

3. Mission US



I will add real history into my game and the players can learn the Taiwan's history.

4. Tales of the Arabian Nights



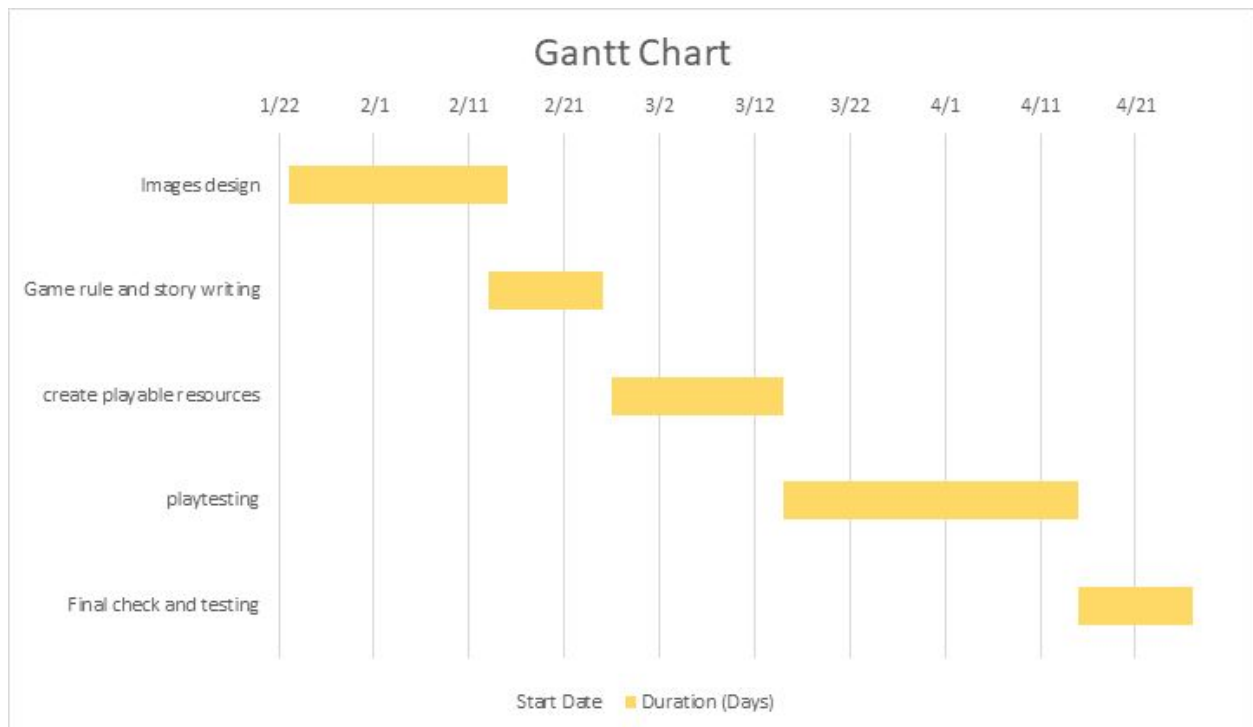
Many events and options like Tales of the Arabian Nights.

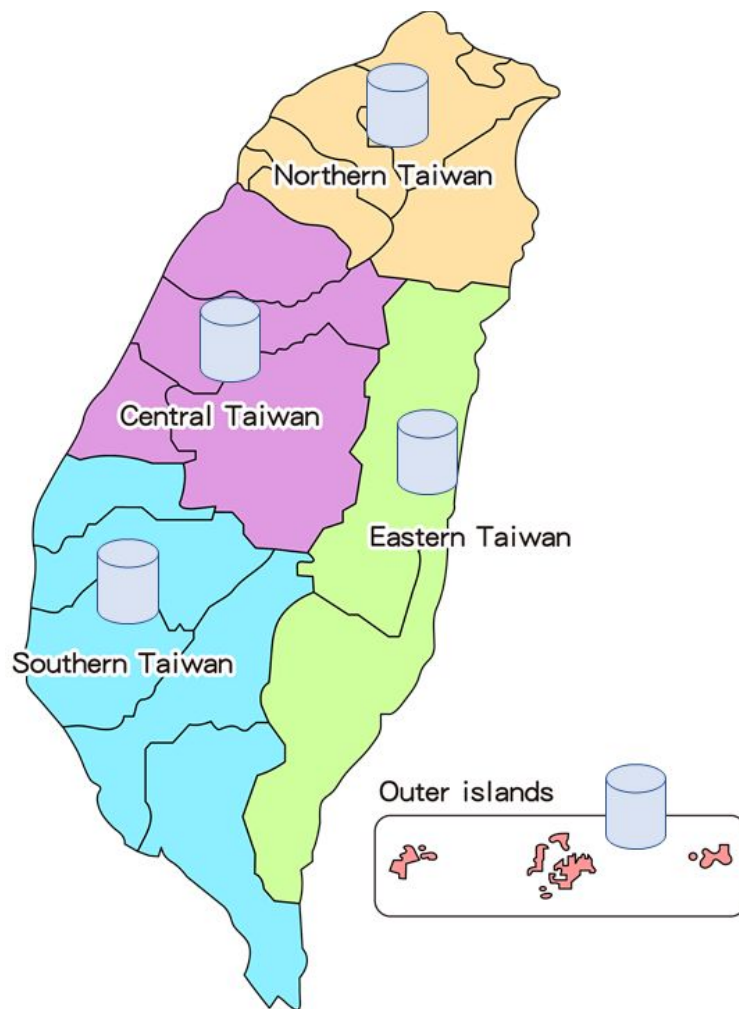
5. Mario Party



I would like to add some small games in my game.

Design Progress





Voter analysis

Sex:

M:55%

F:45%

Age:

18-29:12%

30-44:23%

45-64:38%

65+:27%

Area:

North:28%

Center:27%

South:25%

East:13%

Outer islands:7%

Event:

same-sex marriage:

- ☐ Agree
- ☐ Disagree

Same-sex marriage in Taiwan became legal on 24 May 2019. This made Taiwan the first nation in Asia to perform same-sex marriage. Though same-sex marriage is legalized, there are still limitations for same-sex couples, including adoption.