Game Design Document

1. Title Page

1.1. Game Name: PM cares

2. Game Overview

2.1. Game Concept : The player plays as the prime minister of a country. They have to run the country for a given political term and ensure their re-election at the end of the term.

2.2. Genre: Political + strategy

2.3. Target Audience: age 11+

2.4. Game Flow Summary: The game starts with a main page that intimates the player with the current state of the different departments of the country. The player can choose the mode of the gameplay (quick mode (2 year term starting with 40% voter support), normal (5 year term with 50% voter support) and a customizable mode. They then reach the actual game page where they choose certain policy decisions to implement according to the current funds present. The game ends when the player loses the minimum required support needed to stay in power during their term, or if at the end of their term they don't have at least 40% or 50% of the votes (different for different game modes).

2.5. Look and Feel: The game space is very minimalistic with all the functionalities in a single page.

3. Gameplay and Mechanics

3.1. Gameplay

3.1.1. Game Progression: The game starts off with the player having certain funds allotted to their government and with a certain approval rating among the public. There are a list of policy decisions pertaining to different government departments that the player can implement using the funds they currently have. These policies directly affect the "health" of the various departments and indirectly affect the funds generated and the number of voters for/against the current government. The gameplay ends based on certain conditions that are mentioned in the mission/challenge section (3.1.2)

3.1.2. Mission/challenge Structure: The player is tasked with the mission of running the country for a full term without getting impeached and also getting enough supporters to get reelected in the next term. Throughout the game, the player needs to make appropriate policy decisions to ensure that the "health" of different departments and also the voter approval levels does not go beyond a threshold. If this were to happen the player gets impeached and loses the game.

3.1.3. Puzzle Structure

3.1.4. Objectives: The objective of the game is to not get impeached in the middle of the term and to gain enough voters to get reelected at the end of current term. The more the funds and the funds and the approval at the end of the term, more the score.

3.1.5. Play Flow: The gameplay has a lot of interconnected components with complex relationships. The player actions are restricted to the policy decision selection section. There are different equations modelling the voter approval and department “health” over time. A lot of the gamespace is also dedicated to providing feedback to the player on crucial aspects like percentage of voter approval, amount of funds, no. of days left in his term, health of the departments etc. The game ends either when the player gets impeached or when the term ends.

3.2. Mechanics:

3.2.1. Physics: the physical universe i.e the voters and their political positions are shown in a grid representing the country and its population.

3.2.2. Movement in the game: The game is a single page game with no character as such that is controlled by the user that physically moves in the game. The movement shown is representational in terms of the shift in the voters’ political, department health etc.

3.2.3. Objects: The objects of the game include the different departments, the funds and the voters. All of the objects are interconnected.

3.2.4. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used: There is a section on various policies available that can be implemented or retracted. The player essentially chooses these by clicking on the corresponding buttons.

3.2.5. Combat: If there is combat or even conflict, how is this specifically modeled?
The central conflict of the game is in the resource allocation for different departments. This is shown by having different equations that model the rate of resource consumption of each department which is represented in the game space in terms of “health bars” of the departments.

3.2.6. Economy: This is the heart of the game. The player gets rewarded in terms of funds and increase in voter approvals based on how effective a policy is and also based on the rate of decline or increase in the health of a department. Each policy costs a certain amount of funds to get implemented. Different departments need different policies to be implemented at different times to ensure that they work efficiently. Neglecting a department can cause more dissent in voters and if the department health goes down a certain level, the player loses.

3.2.7. Screen Flow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.

3.3. Game Options – There are certain settings the player can choose before the game starts to customize the gameplay like the starting approval rate and the term duration.

3.4. Replaying and Saving

3.5. Cheats and Easter Eggs

4. Story, Setting and Character

4.1. Story and Narrative – The gameplay is basically a singular term of a Prime minister of a country, wherein given initial amount of funding and minimum voters approval, he/she has to make certain policy decisions (ie the actions in the game) inorder to get more voter approval, more revenue from the departments and maintain their “health”s. Each department affects the voters approval according to a different multivariate mathematical equations.

4.2. Game World

4.2.1. General look and feel of world - The prerogative is to provide the feel of how a miniature government works. The main page of the game provides the different “health bars” of each department, the approval ratings of the citizens, the treasury and a column of actions under the power of the Prime Minister. As the game play proceeds, all previous actions’ consequences will be shown in the ratings and treasury status, thus affecting the current decision/action. Unlike in reality wherein different unethical reasons and loopholes are present for a government’s success, especially in the backdrop of COVID-19, we have tried to keep it more straightforward and ethical.

4.2.2. Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas) - We have different sections on the screen. One section shows the current status of the treasury, another shows how well funded and how much revenue or other benefits are reaped from the departments, another shows the approval ratings, another shows a large grid of voters’ standing and the final section is the column of policies/actions which the PM can take/implement. The policies affect the “health” of each department and the treasury according to pre-decided mathematical equations. Each department affects the others and thereby affects the voters. The standing of the voters affect the revenue of the department and the next decision taken by the PM.

4.3. Characters - Prime Minister: The sole decision maker in the game who is responsible for the well being of all the citizens of the country. He/She makes all decisions related to money, health, protection and other important issues of the day for the country. Also the PM only stays in his/her position by satisfying a certain threshold of approval from the voters.

- Voters: The voters are the adversaries of the player/PM to stay in the game. They are affected directly or indirectly by each decision of the PM and thus their approval of the current term is also dynamic. As a group, they have the final say of whether the PM is allowed to complete the term or get impeached before hand.

5. Levels

5.1. Levels - There are different levels of complexity present in the game which give a different initial statuses of treasury, departments and voters approval. Different set of allowed policies/actions are also present. The complexity of the

levels are also affected by the different mathematical relations between the objects of the game and the thresholds of the voters approval. Customizable level is also present, wherein one can change certain variable of the game/current term of the PM.

5.2. Training Level - The most basic level of the game requires only 40% of voters approval, basic mathematical equations for relations, minimal departments and limited actions allowed. A small walk through of the game can also be provided for easy familiarity of the new player.

6. Interface

6.1. Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?

6.2. Control System – How does the game player control the game? What are the specific commands?

6.3. Audio, music, sound effects

6.4. Help System

7. Artificial Intelligence

7.1. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making

7.2. Non-combat and Friendly Characters

7.3. Support AI -- Player and Collision Detection, Pathfinding

8. Technical

8.1. Target Hardware

8.2. Development hardware and software, including Game Engine

8.3. Network requirements

9. Game Art – Key assets, how they are being developed. Intended style.

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