Pandemic Sim Game High Concept

# Game Concept

* Main Goal
  + Use the resources at the player’s disposal to identify a pathogen and formulate a response to contain the threat
* Role-Based Gameplay
  + Each scenario will allow for several different “roles” that players can take on one or more of during the game
    - Ex. Director of Transportation, Head of Vaccine Research, Public Relations Manager
  + Each role will have certain actions they can take each round in order to work towards the goal
    - Ex. Limiting/closing bus routes, researching certain info about the virus, running ad campaigns
* Limited Resources per Round
  + Each action the player takes will cost a certain amount of resources (time, money, personnel, etc.)
  + These resources will get replenished at the start of each round
  + Some actions may affect how many resources the player has
    - Ex. Higher infection rate may leave players with less resources the next round, but spending time hiring new employees on one round may boost resources in the next round
* Modifiers/Controlling the game
  + Info-cards
  + Random events
  + Can be generated by AI or manually by someone facilitating the game
    - Game can be run either with or without a facilitator
* Training/teaching moments
  + Once certain milestones in the game are met (good or bad), the game can offer teachable moments based on the player’s decisions
    - Ex. “You’ve filled 80% of your country’s hospitals within 3 months! Here are the choices that led to that outcome, and how it might be avoided”
* Tracking Data
  + Each scenario/role will track the choices made by the players, and convert it into readable data both during the game and in retrospective.
* Modularity in mind
  + Roles and scenarios are designed to be added and removed from the game at will, so each simulation can be fully customized to whatever level of specificity is desired.
  + Ideally, multiple scenarios and simulations would eventually be able to all run simultaneously so the effects of a choice within one scenario could be seen in a completely different one.