GAME MECHANICS

Game mechanics are defined in this game as the hidden rules and concepts that progress the player through the game. Mechanics should serve a purpose in the context of the game and should either work to maintain the integrity of the game or to entire the player to continue playing (ex: rewards/bonuses).

The game will have the following mechanics:

**Story Related Mechanics**

**Arcs**

An arc in the context of this game is a story within the larger story. Arcs are vital to this game as throughout the arc the player will be presented with choices and decisions that will progress the story of the game as well as their character. Each arc should have only a single entry point, at which the arc begins. However, each arc should have multiple endings, some of which might even lead directly to other arcs. Depending on the current state of the system, certain arcs should be available and unavailable (for example there might be arcs that only occur closer to the end of the game or the beginning of the game, or for certain personality dynamics).

**Conversations**

Conversations are somewhat similar to arcs except that they rarely have decisions associated with them. In a conversation, the player talks to a character and chooses dialogue options.

**Sub conversations? (Informative, Decisive?)**

**Random Events**

A random event is similar to the arc in that it is a story within the larger story. However, unlike an arc, a random event has a single entry point and a single exit point. The purpose of the arc is to enhance the immersion of the game and also to advance the protagonist’s personality dynamic. Each random event will be filled with many choices and decisions which will, in turn, help to develop the protagonist’s personality dynamic.

Random events will occur when the player moves between points in the city or if a player decides to hang out at one of the many locations in the city. There will be sets of random events based on what the state of the system is and the location of the protagonist. The largest set of random events should be miscellaneous ones that are called when the player moves throughout the city.

**Game Related Mechanics**

**Menu**

There should be idle points in the game, such as between arcs. During these idle points, a player should be provided a menu from which they might browse a codex or look at the protagonist’s current personality dynamic or could look at the city map. This menu should also allow the player to have a conversation to the current members in the party.

**City Map**

The city that is the setting of the game will have a map. This map will be constructed out of a basic template and will have many “location” objects on it. These location objects are how the player would interact with the map to select a destination for example. As the game progresses and the player effects changes in the system via their choices, certain locations should disappear (for example, if the player decided to get rid of one of the gangs, their base of operations should no longer exist).

**User Interface**

When an arc is being played, the game needs to have some sort of interface to display choices to the user and the text of the conversation/story. Choices should be highlighted/change appearance when the user hovers their mouse over them or if they use the arrow keys to show their current selection. To select one of the choices they should be able to press the enter key.

After the user makes a choice, the results of that choice should show up (maybe in the corner of the screen somewhere) so that they know how they have impacted the world and/or their character. It should just show up as small text and should fade away (maybe even make a sound?).