Universe - Vertical Slice

Art	People & Crowds	Pop up window	Content / Trends	Companies / Money
Story	The Monetary Influence on the Digital Society	Responsibility of using technology	Transition Sequence => Univ	Pop up news headlines
Gameplay	Trends & People	Events (corpo)	Trend volume	Money & Boost
Code	Walk movement	Pop up	Trend Manager	Boost & Scoring
Sound	(Sim's) chatter noise	Effects (button click)	Gratification	Mood

SOUND
- CHARACTER SOUNDS
- MACHINE SOUNDS
- ACTION SOUNDS
- GRATIFICATION & DECEPTION
- AMBIANCE

VISUALS
- PEOPLE
- CONTENT
- COMPANIES (MONOPOLY MAN)
- ACTION BUTTONS
- REWARDS $
- PLAZA MII
- POP UP WINDOW
- UNITY METER
- NARRATIVE ANIMATION & SCREENS

GAME RES...
- TRENDS SPREADING THROUGH PEOPLE
- TREND VOLUME (RATE OF OCCURRING)
- PROPOSITION EVENTS (OFFERS)
- BOOSTING POST (ACTION)
- MONEY TO PLAYER FOR PROMOTING PAID CONTENT
- POP UP NEWS UPDATES (REAL WORLD HEADLINES)
- FEEDBACK LOOP MOMENTUM (HOW SELF GEN... IS THIS SYSTEM)
- SOCIETAL UNITY & HARMONY

NARRATIVE
- TRANSITION SEQUENCE ↓ UNIVERSE
- MONEY'S IMPACT ON CONTENT
- SOCIETY'S CONSEQUENCE
  - WHY ARE WE DIVIDED
  - POLARIZATION
- IRRESPONSIBLE USE OF TECHNOLOGY
- HOMOSAPIAN VS SUPER COMPUTER

PROGRAMMING
- REGISTERING PLAYER ACTION
- BERLIN CROWD MOVEMENT
- POP UP CONDITIONS
- UNITY VAR
- SCORING
- TRENDS
- NARRATIVE MANAGER EVENT
  - SPREAD/COMBO
  - VOLUME
  - BOOST
  - KIND/VARIETY

Art				
Story				
Gameplay				
Code				
Sound				