P3 - Milestone E report

## **1. General Information**

1. **Game Title:** My Beloved Leader
2. **Your names:** John Kim, Ken Pan, Guanxuan Wu, Haoyuan Chen
3. **Game Abstract:** My Beloved Leader is a single player role playing game that takes place inside of a complex universe much like Earth. The player will take on the position as being the elected leader over an entire continent and his main roles are to create solutions to immigration as well as to preside over the wellbeing of his people. Battling against many obstacles such as costs of enacting reforms, maintaining citizen approval rate, working with the legislative branch, and finding a balance between investing and saving money will provide a realistic stimulation to what an actual world leader will go through in the real world. Furthermore, since the government system will still be democratic despite the lack of a two term limitation, the player will have to survive through two more reelections that takes places five years from each other in order to be able to continue playing the game. That way, if the player does not do a good job of leading his continent then the game system will implement an end process to take away the player’s power and thus lose the game.

**2. Feedback Synthesis**

**Reviewing Criteria from Milestone D:**

1. Clarity of Goal or Objective: Three classmates [Kevin, Joey, Varun] found the clarity of the objective to be unrelated to our wicked problem of Immigration. From this point we take that our topic needs to be more clearly elaborated on, because it is worrisome that so many of our shareholders were unable to see what our game is about. We understand that in order for a game to be immersive, the game needs to feel new and fresh at every turn; however, since the game’s main purpose is educational, we’re going to shift the back to its original purpose of teaching the rules of immigration to the players.
2. State visualization: Three classmates [Chang, Sathvika, Ratik] (everyone else as well) commented on the state visualization as either “amazing”, “looks amazing”, or “very nice”. Knowing how much our shareholders were able to be satisfied by our visual aid, our game will not try to make any further drastic changes to the graphical representations, but to work out the small minor details that needs to be fixed.
3. Clear operators: Four classmates [Scott, George, Shao-Chien, Namit] found the operators to be quite sufficient and clear to understand. The only complaints about the operators were that they were too “specific” or not relevant to the topic of immigration, meaning that the issue of irrelevancy exists even inside of the game’s operators.
4. Credibility of the Model: The underlying model for this game is credible, because it is actually based upon Congress, a legislative branch of the U.S. government. However, three classmates [Tim, Owen, Edward] thought that the state variables were not really related to immigration, and the operators (functionality wise being clear) were also not relative to immigration. Now the team has shifted their away from our model (which is still important) and into the Immigration variables.
5. Time frame: The game has a clear manifestation of time where it utilizes its own virtual clock to run the game with a progress bar indicating its values. The clock though can only move forward in time after the effects of an operator takes place.
6. Additional operators: Three classmates [Shirley, Tim, Shreya] each came up with their own implementations for operators to My Beloved Leader. One such suggestion was to have an approval rating operator which our team has already been working on. Another classmate wanted to add more ending for the goal state, which we inferred that it meant she wanted the goal state to be more evident when it happens. And the third classmate wanted the player to be able to quit the game early on if they wanted to.
7. Expected level of engagement: From what we have gotten from the feedbacks we’ve received from our shareholders, everyone seems pretty excited to have a try at playing our game and have highly appraised the quality of the visualization that we’ve created. Our team anticipates that the content of the game as well as the aesthetically appealing visualization will made the level of engagement to be quite high from our player base.
8. Scoring or progress indicators: A single progress indicator at the bottom of the screen will keep count of the progress made in the game. It will resemble very closely to the timeline we’ve shown during the presentation with the 3 halfways points indicating the first election, midpoint, and the second election.
9. Wicked Problem: It was in our best efforts to design a game to teach both the principles of ruling a nation and managing the immigration crisis in the country. Unfortunately, classmates [Edward, Varum] were only able to see one side of operating a country, but unable to see the other side and learned very little about the game’s wicked problem. We as the game designers see the crucial design flaw in our game, and will incorporate much more of the fundamentals of immigration into our game.
10. Other suggestions? My Beloved Leader will try harder to cater to the SOLUZION format.

**3. Specific Responses to the Feedback:**

To some of the reviews that were received, our team would like to say that most of what they had seen were incredibly valuable insight into our projects in which we the game designers were unable to see. We are heading way into making changes for the lack of the wicked problem situation, as well as clarifying some of our operators. However, we are unable to add the additional operators suggested by our shareholders, because at this moment, the designers hands are tied at having the topic of immigration be our top most priority.

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## **4. Self-Assessment: (10 mins)**

Scale of 1 to 5 (strongly address criteria)

Clarity: 4

State Visualization: 5

Clarity of operators: 4

Credibility of the model: 4

Time Frame: 5

Additional Operators: 4  
Engagement: 4

Progress Indicator: 4  
Wicked Problem: 2

## **5. Game Structure and Mechanics:**

The structure of our game is an government official setting policy with a feedback cycle of 6 months. A special game mechanic worth mentioning is the incorporation of the player choosing a faction at the start of the game. This decision is very significant as it will impact what will happen for the rest of the game. To better explain, the special trick to scoring extra in this game is to think in the shoes of your faction. For example, if the player chooses the factions socialist or liberal, that implicitly means the citizens have to have voted for a left-wing leader in the first place. This preludes to probably a majority left wing government (since they’re also elected by the people) and thus proposing immigration forward policies will be receive far more favorable support than immigration backwards policies. This also works vice versa for conservative or populist factions as both citizens and government will likely be more prone to immigration backwards policies as those are the central beliefs of their parties.

## **6. Explanation of the Model:**

My Beloved Leader’s model illustrates just how immigration and monetary reforms can have an large spread of impact upon all the different economic, political, and social spectrums. Each model variable (political points, stability, citizen approval, government approval, money) represents truely to what their names stands for, political points are a form of currency used to gain influence in government, stability represents the overall economic conditions of the continent, citizen approval measures the people’s satisfaction with the player, government approval indicates how well legislation is passed, and money is important to spend on investments. To operate these variables, operators like immigration forward, immigration backward, money forward, and money backward are ways for the player to decide to either push his agenda or try appeasing the population first. To make this model as authentic as possible, we’ve based it upon the U.S. congress. For example, the President has to work collaboratively with legislators of both parties in congress in order to pass legislation that he wants personally wants to see get through. Here if there is not enough support for the President in either the House of Representatives or the Senate, then they can refuse on some part of the bill then they dislike (checks and balances). Of course congress usually introduces the bills first, but for simplicity the game is kept so that only the leader has the power to make changes to the law. From the player’s perspective, all these different variables and operators may be confusing at first, but since everything is relatively straightforward, there should be no problem in understanding the game mechanics.

**7. Learning Retrospective**

**John**: The primary lesson that I’ve learned while making this game was definitely the concept of game design. The fact that all these psychological methodologies of motivation, feedback, social interaction, curious, and zpd can all affect the players’ minds subconsciously made me realize just how scary and yet powerful games can be. From now on, I will no longer be in the dark when in comes to game manipulation and really be able to just appreciate each detail that is put into making every such seemingly simple yet complex games.

**Ken**: The primary lesson that I’ve learned while making this game was understanding the concept of a wicked problem. As easy as it may sound, wicked problems are actually much more difficult to formulate and solve in real time. In our case, we thought that Immigration would easily be a wicked problem, but it was more than just thinking of it as a problem, but rather it had to fit the ten criterias of wicked problems. Even though it has been weeks that our team has been tackling the problem of immigration with our game, it is still difficult to make Immigration the wicked problem that we have formulated it to be, and it goes to show how problem formulation can be quite tricky.

**GuanXuan**: The primary lesson that I have learned while making this game was being able to work together in a group. Most group projects that I had prior to this one was mainly on topics aside from computer science. It was really eye-opening that I was able to work on a group project based upon Python and game design. With our group having programmers with different skill levels, there was an initial rough state at the beginning, but once we each assigned parts to work on, I felt as though our group collaboration went a lot more smoothly thereafter.

**Haoyuan**: The primary lesson that I have learned while making this game was debugging. Making a game is a lot different than just regular programming, as it really requires you to think outside the box. That being said, creativity, especially in code, can result in plenty of bugs that have to either be debugged or program the game in another entirely new way. It was a very exhaustive but educational process.

**8. Code Explanation**

### **State Representation**

Each state representation will take the form of a single policy (whether it be either immigration or monetary). In order to do this, the game system was coded so that one policy would be the equivalent of a forward shift of a ½ year meaning that if the entire timeline is 15 years, then there would be a total of 30 policies. Meaning that the variables in each state would be the immigration policies and monetary reforms that the players chooses to do. Our team has designed this way specifically, because as much as we wanted to branch out into more functionalities that the player can perform as a imposing leader, we still wanted to make sure that we kept our core value would be about immigration.

**Sample Operator and Code Excerpt**

One of our operator uses one of the game’s several resources (political point(pp)) to increase the government support rate for forward immigration. For example, players can spend 50 pp to gain an 5 percentage increase in government support rate.

Operator code:

ch1 = int(input("How much pp do you want to convert?"))

self.pp -= ch1

self.gov\_support += ch1 / 10

### **Description of Any Special Packages or Modules Needed**

The team for My Beloved Leader is proud to announce that we have not used any special packages or modules, but managed to complete all that we’ve wanted to do through tkinter.