GROUP 3

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TITLE: Philosopher King: A Decision-Based Game

BRIEF EXPLANATION OF THE GAME:

Per decision == 1 month lilipas in a game.

So per level, may 12 turns because of 12 months. Each turn or decision will affect one (1), two (2) or sometimes three (3) of the four (4) statuses of your kingdom, whether positively or negatively. The following are the status that you will need to kept in check: Food Security, Military Power, Gold and Silver, and Happiness of your people. If you failed to manage one of the statuses, it will lead to a catastrophe.

There will be 1 turn where neither of the choices will have an effect to your statuses. However, it will affect how the story of your reign will go.

At the year seven (7), the game will reach its end. All the decisions that you made lead up to the end you're facing at year seven (7). It is up to you, a wise king to figure out how it will conclude.

TENTATIVE - - PROBABLY there are 3 different conclusions of the game. The goal is to reach one. Thereafter, complete the three different endings to unlock a final conclusion.

TARGET AUDIENCE:

Almost everyone, but we can assume that this will be entertained by teens and young adults that have boring jobs.

OBJECTIVES/ GOAL:

A game that sharpens critical thinking and logic while stimulating your dopamine while playing it in your idle time.

PROGRAM

The statuses can be manage using arrays and functions. We can store the percentage or amount of the four statuses in those arrays.

Of course, the entire program for the game involves A LOT of conditional statements. It encompasses if, else if and else statements, while and do while loop, for loops, functions.

Parameters can employed on statuses too but we can find some use of it once we started developing the game.