Election

An **Election** is an event which occurs every 100 Minecraft days (on days 100, 200, 300, etc.) in which Citizens vote on who to elect into the Government for the upcoming term (period of 100 days).

Voting Early and/or Remotely

Citizens have the right to vote early and/or remotely.

Number of Elected Officials

A maximum of 3 elected officials is possible by default. The current Elected Officials will vote on how many elected officials should be elected in this **Election** if they believe a change is required.

Voting Restrictions

Self Voting

Elected Officials cannot vote for themselves in a position higher than the Number of Elected Officials in an Election. It is considered a Crime to do so.

Lobbying

No Citizen is allowed to lobby votes during the election. Voters must be able to vote for their preference without restrictions or bribery. This includes Citizens promising currency rewards in any form, even indirectly as a result of voting for a particular candidate.

How to Vote

To vote, a Citizen must rank the top Citizens they believe should be elected. The number of ranks the Citizen can vote to is determined by the amount of elected officials plus 2

$$r = m + 2 \text{ where r is the amount of ranks and m is the amount of elected officials}$$

Election Results

Who is elected into the <u>Elected Official</u> position is decided by a *unanimity analysis*.
A *unanimity analysis* is a calculational algorithm I (xLeviadeer) created to asses both the ranking status and unanimity of decision between choices into a unified ranking. What this does is not only account for who was highest voted, but also who was voted the most similarly between votes. This uses ideas of <u>Pareto Efficiency</u> and <u>MCDA</u> to find the best result.

The *unanimity analysis* will:

- Take a weighted inverse sum of each ranked <u>Citizen</u> in the **Election**.
- Take a weighted analysis of the unanimity of each ranked <u>Citizen</u> in the **Election**.
- Apply both values to a weight to find the cumulative ranking for each <u>Citizen</u>.
  - Ranking has a weight of 0.75
  - Unanimity has a weight of 0.25

The highest finally ranked <u>Citizens</u> of amount equal to the number of <u>Elected Officials</u> will be successfully elected into the <u>Government</u> for this term.
In the case of a tie, the tying <u>Citizens</u> will be evaluated with strictly ranking. In the case that this is still a tie, the member(s) who voted before the other(s) will be elected.

After the Election

After the **Election** is complete the newly <u>Elected Officials</u> will hold a <u>Governmental Meeting</u> on who the <u>Treasurer</u> will be.