

## **Game Setting and Functionalities for the MVP**

The purpose of the game is to teach players/users to analyse and identify different sources of information and cross check with each other to determine which ones are misinformation and which ones are fake news. The game starts with players being introduced to their role and background information about the game.

- For the MVP, as a proof of concept and to ensure that the team is not overloaded with tasks that may prove difficult or time-consuming, we are only gonna cover the core functionalities of the game and to show that it covers the purpose covered in the proposal.
- It follows the same core concept as in the proposal that players have to make decisions based on the information provided to them and they have to filter out misinformation and fake news similar to news and information provided on social media in the real world.
- We intend to maybe expand the number of major events and possibly player perspectives. But for the MVP, we are limiting it to 2 major events and have the player only take on the role as the King to prove that the concept and idea works. This also ensures that we are not overloading and able to deliver for the MVP.
- Sense of level progression is more based on the progressive major events that take place which have a more grave impact on the kingdom should players make a less optimal decision
- We've taken away the idea of having a health bar/lifeline of the kingdom as it does not fully replicate how events and decisions work in real life. We wanted to focus on the consequences of decisions and ultimately teach players that even though you made the wrong decisions, it's comes severe consequences, but it's not the end of the world.

\*Potential Option to have a save function

This is a game that gets players to stop and introspect.

We want players to come to their own conclusion.

By taking real world issues, adjusting and fitting it to suit the game theme and setting.

We want to mimic the way media is presented in the real world and present in a way to simulates the real world scenario but

Initial 4 Focus

Pick your focus item after talking to Advisors

Summary of initial Focus

4 New Choices

Talk to Advisors again

Summary of second round

4 Decision for the Major Event

Each “location” will have a icon each representing it.

For the MVP:

Only 1 focus will be done.

Placeholder text

Template for the game screens

Advisors are given relevant looks traits

Ensure that texts and actual buttons are not confused.

### **Welcome Screen (Background to be castle gates/doors):**

- Inform the player about the choice to immediately select an option or they can inquire more about it to make a more informed decision.
- After the welcome screen, players will be brought to the council room. (***This is essentially how we control the player’s movement at the start of the game***). This works like a scripted pop-up.

### **Throne Room (Main Screen):**

- The map will allow the player to get more information on each story(focus) but it will be initially locked.
- The player will select...

### **Council Room**

- The player will be sent to the situation in the form of an emergency meeting.
- In the situation room, a messenger will present the player with the 4 choices of stories and they are given the option to make a selection immediately or inquire more about it.
- If the player wishes to inquire more about the situation, they will return to the throne room and exit into the map where they are provided with the different stories.

### **Advisor Bio (Talking to Advisor Screen?)**

- (for when the player is talking to an advisor to gain more information).
- Players can view the traits and “Skills” of the advisor. This panel will also display their respective opinions on each of the stories.
- If the player has not visited the “locations” of the respective stories, the advisor’s opinions will be empty? (***maybe a message to inform players to go search for more info***).

### **Story Panel (Focus Choices)**

- This screen/panel contains all the information about the respective stories(focus choices) and it will also contain the respective opinions of each advisor about this story specifically.

### **Kingdom Map (Story Locations) ?**

- Players can 'explore' their kingdom and select a location to view opinions of the respective story (go to story panel)

Identify different types of news and spin the idea

Distinction between information from people and news article headlines being the more trusted sources.

<https://www.medievalists.net/2018/02/color-middle-ages/>

Inspiration for colour palette

Interesting watch (Our idea is somewhat similar to this)

[https://youtu.be/Vf\\_bezxknxU?list=WL](https://youtu.be/Vf_bezxknxU?list=WL)

Town Hall, hospital, tax office, farms, general store, barracks,

## Stories

Story Idea, Dialogue with each idea,

Story Idea 1 - Famine

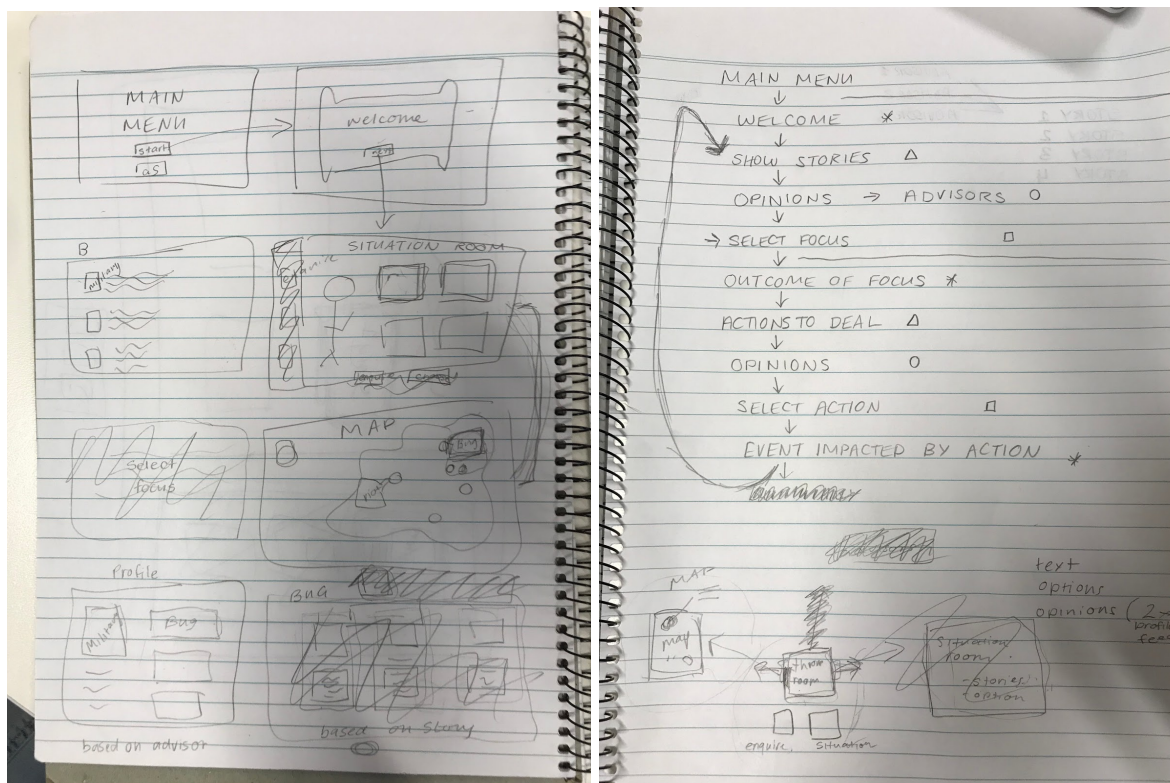
Story Idea 2 - Plague

Story Idea 3 - War

Story Idea 4 - Sentencing Prisoner to Death

## Advisors

Name	randomly generated
Gender	male, female, other
Type	agricultural, military, scholar
Loyalty Trait	value from -1 to 1
Ambition Trait	value from -1 to 1
Stubbornness Trait	value from -1 to 1
Aggressiveness Trait	value from -1 to 1



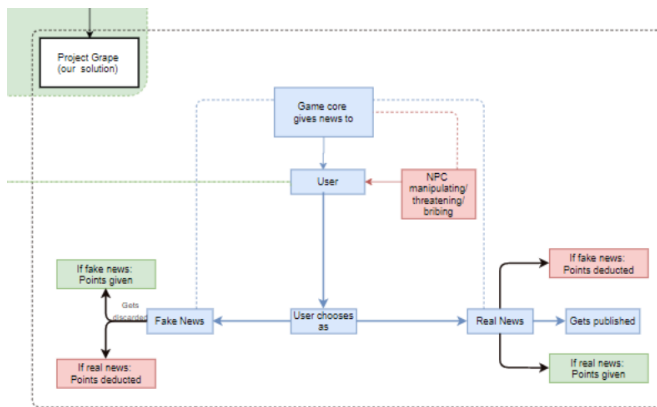
Taken from page 27 of the report:

*"The sample Use Cases shown below are merely intended to illustrate the basic concepts and ideas of how the game would play out. They are in no way meant to be final, as they are lacking in System-level detail in their current state. It is recommended that elements be changed or added to them where necessary in order to further flesh out the game in terms of providing value to the intended Stakeholders. Additional Use Cases would also need to be included to create a fully-functional system."*

Take from page 35 of the report:

*"our application is a simple decision-making, story-driven game that requires the user to read through information statements in a fictional world (written on scrolls) to filter information for their in-game 'empire'. The player is given the option to approve or reject the scroll as a piece of information the empire should act upon. Initially, from the players perspective, the piece of information should be neutral (i.e. The player should not be able to distinguish a correct scroll from an incorrect one). This should entice the player to read through different opinions, relating to the context of the scroll, in the empire. They have access to these opinions through in-game abilities. These opinions could be from the people of the empire, lieutenant, or council."*

Taken from their conceptual model:



Their original core concept included:

- Level/Difficulty the players could choose. Players also had the option to choose a custom level (assuming it's custom made).
- A question is posted to the player and he has to check all available information. If the player answers the question correctly, he moves on and new information is introduced.
- Content creators can create levels. (Somewhat ambitious by the proposal team but this would be of an insane high fidelity built)
- Spectate a player's session (Again, being ambitious and also meant for a high fidelity built)
- Progression bar like the "Empire's health bar"
- Option of select a 'Lesson', which is more directly to Formal Education (page 27/Stakeholders)