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Political Process
3.18.08

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GAME OUTLINE

Political Process is a third person single player game, with underlying sarcasm that parodies the political structure of the USA. The player will adventure through a realistic world where there is struggle for political power like modern day politicians. Using the available tactics; the gameplay will cater towards a slightly skewed use of the political system so that choices borderline on acceptable.

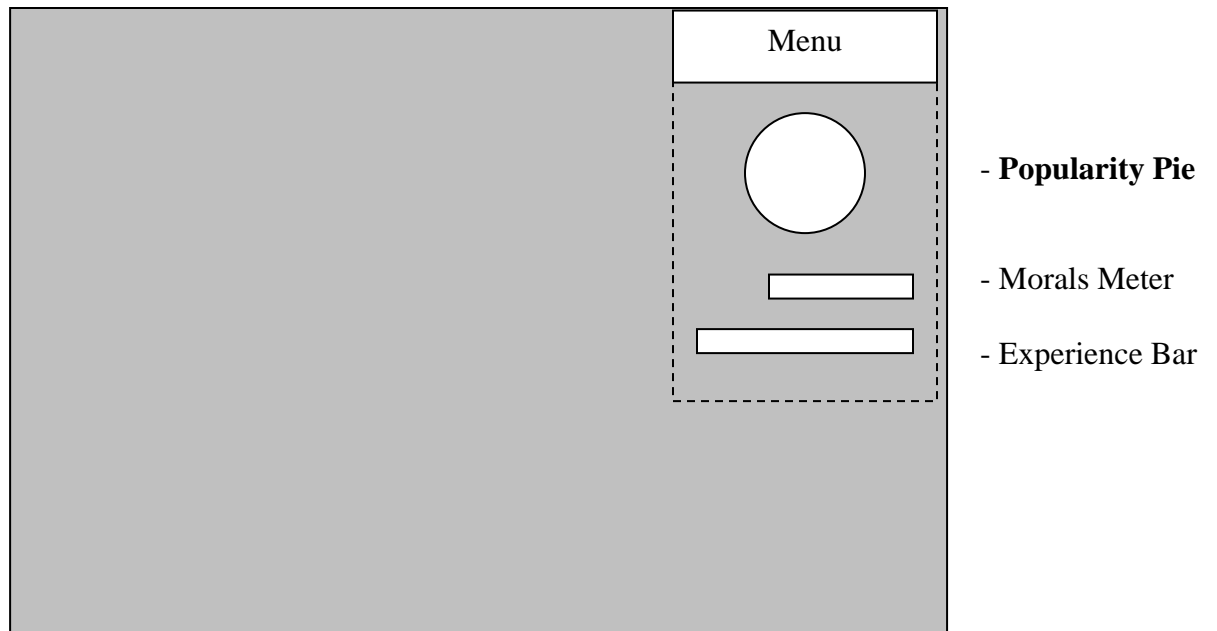
Having an open environment the player will be able to roam the city at will, receiving events on his or her cell phone or speaking to the secretary about meetings or happenings. Being a more open environment there be the 'Level Gauge' (See [Level Meter](#)) and also a 'want' list(See [Wants](#)) where the avatar will display their wants or needs, like to go to a rally, become a governor, or get affiliated with the mob. This is established in the beginning of a game where the avatar is created (See Avatar Creation).

A sample of the game play would be political themed *Grand Theft Auto* meets *The Sims*. Taking the free roaming elements of *GTA* and the character control of *The Sims* gives a unique twist to a political game. Starting out the player's avatar would have no popularity when running for political office. The player will strive to gain popularity of the public within a one month span in the game world (see Time). The avatar will gain levels through meeting the three criteria of the Popularity Pie the Morals Meter and the Experience Bar. Fill these criteria by participating in political events such as rallies speeches or even kidnapping (see [Events](#)). The goal is to fill the Popularity Pie and become a Head of State. After the election the next phase of the game starts. This part the player struggles to holds onto the rank fought for in the first phase and lead the people of the game world.

Display

The system charts with the Popularity Pie and the Morals Meter will be a drop down display that can be hidden on the user interface. To indicate where the meters need to be is a progression line that when met advances the avatar to the next level.

In the game world NPC's will be going about their daily lives and to show whether that person is voting for the avatar or for an opponent there is an button on that NPC that shows that persons political views (undecided, or for a candidate, or for the player's avatar) if one applies.



LEVELING:

To gain a level the Popularity Pie must be high in relation to the avatar level, the experience bar must be full, and the morals meter must be above half.

The experience bar is filled by completing events in the game. Participating in certain events will give different points, event listing below.

When reaching a level there are different choices to distribute points. For each level earn the avatar 5 points which can be distributed towards different attributes. Like Ambition, Energy, Charisma, Resilience, and Diplomacy.

Ambition points will let the avatar have more chances to be participating in more events.

- Every point in this stat gives the player + 2 percent chance to receive an extra event when speaking to the secretary.

Energy will let the avatar go to more events before tiring.

- The energy will start full at 100 points (no points in energy); each event will take 50 points away. The regen of the energy is amount of points in energy x 5, every 10 min.

Charisma gives more chances with people for greater gains. Give most people a friendly rating when talking to them.

- Points in Charisma add (points in stat) +10 percent chance to gain a point in the popularity.

Resilience will give the avatar resistance to negative events and a better chance to turn them to benefit. For example, someone tried to kidnap the avatar, the kidnapping could fail and instead of the perpetrator getting away the avatar could capture them. This would result in publicity for the avatar and a decline in the perpetrators popularity.

- $(\text{Points in stat}) \times 4 = \text{percent chance to turn event to positive.}$

Diplomacy will give the avatar a better chance of getting away with positive things, such as kidnappings and assassinations. Diplomacy also gives the avatar a better chance at popularity once the event is pulled off.

- Kidnapping an opposing candidate returns 25% of those candidates' voters to the undecided.

Using these attributes the player can further their career in a path they choose. In the beginning 20 points are available for distribution in Ambition, Energy, Charisma, Resilience, and Diplomacy. Every level gains would provide the player with 5 additional points to distribute. The even distribution works out fine if that's what the player desires. More points in certain areas will let the player avatar advance farther in popularity, morality and experience.

Events

Phase 1 events can be positive or negative
Events can include:

- Kidnapping:
(Negative) To the avatar: This event will be a random event based on the stats of the avatar. The avatar will be accosted and taken to a warehouse to be stashed. Escape by beating the thugs attempting the kidnapping or escaping from the warehouse.
(Positive) Avatar attempt: to attempt to kidnap an opposing candidate, 30 points from morals need to be given to secretary to hire thugs to kidnap an opposing candidate. The chance to fail depends on morals at the time. If within the Target then 70 percent chance to succeed. These points are taken into account after points are paid. For example if the avatar has 30 points left in their Target morals meter then after paying the secretary there would be 0, in this case the chance to succeed would only be 40 percent.

Others:

- Assassination attempts
- Fund raisers
- Political parties
- Rallies
- Protests
- Speeches
- Awards ceremonies
- Elections
- Commercials
- Interviews
- Blackmail
- And others.

Phase 2 events are not subject to increase morals or popularity points. These events drain points; avatar must struggle for a month in game time to keep from being impeached (when popularity hits 0).

Events include:

- Terrorist attack
- Bombing
- Declaration of war
- Economy drop
- Lost of environment
- Riot
- And others.

SYSTEM OUTLINE:

OVERVIEW OF SYSTEM

Level Meter

This system will be the advancement of the player's avatar by leveling up. The game consists of two parts, Phase 1 & 2. The first part is where the avatar runs for candidacy for the roles, Governor, Senator, or Head of State. Phase 2, is where the preliminary race is finished and the avatar fights through disasters to keep the rank. Cause havoc, act like President Bush or try and keep it balanced. The result is an ending sequence (phase 3, which has no leveling).

Wants

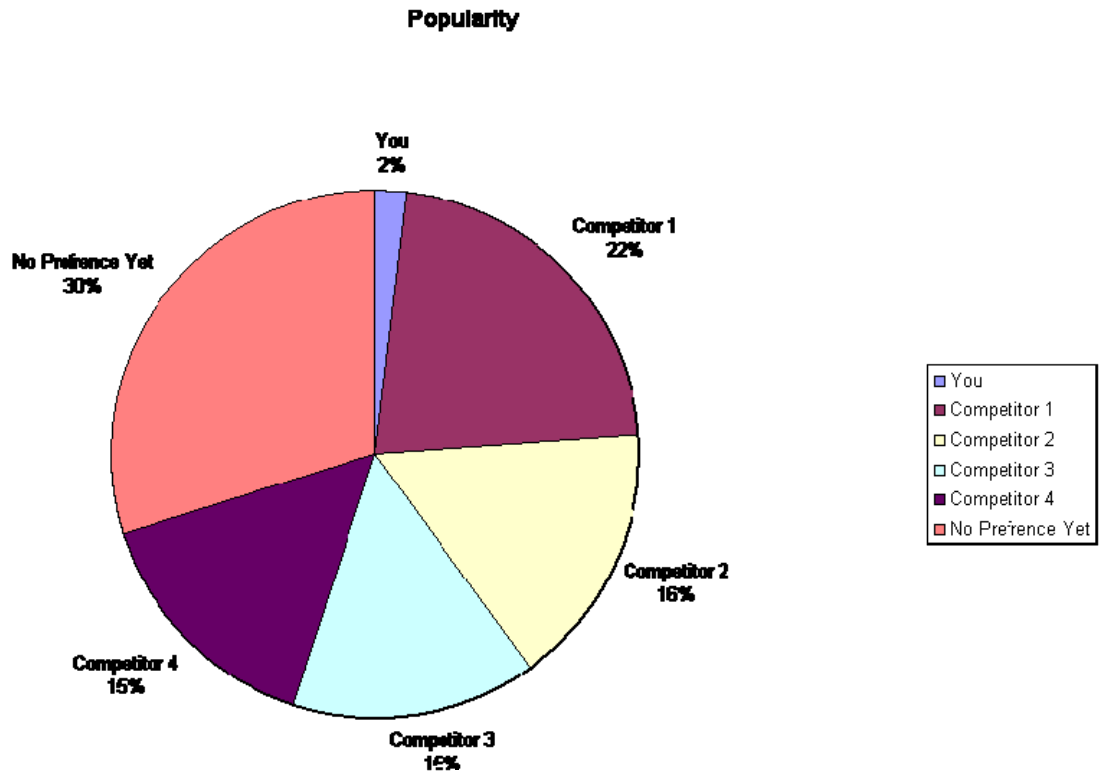
The avatar will be given a profile by the player at creation depending on the distribution of beginning stats, Ambition, Energy, Charisma, Resilience, and Diplomacy. This will generate a series of wants and dislikes and fears of the player's avatar. For example putting many points in Charisma will make avatars 'want' to convert someone or charm a voter. The *Sims* used a similar system to control the avatars, based on their astrological symbol to have certain wants or fears.

By completing the "wants" the player avatar has a certain amount of notoriety points that are awarded or taken away. The avatar may "want" to do something that drops popularity points but maintains morals points. An example of this is the avatar participating in a protest, protest are for different causes, participating in one that does not fit in with the avatar's view would lose popularity.

The player does not have to complete every "wants" of the avatar, every so often the wants are changed on completion or major event. This works opposite as well, a player can force the avatar through one of its fears to gain popularity points and lose morals points. For example the avatar might fear to kidnap an opposing candidate but if he succeeds in the kidnapping will gain popularity points. Experience points cannot be lost. The actions chosen will provide the morals or popularity points needed to level up, but if lacking either then events can raise it.

PHASE 1:

Popularity Pie



The Popularity Pie will be based on what the public sees of the player's avatar, the slices of the pie will represent the player's avatar and the avatar's opponents in the political race. At the start of the game, avatars start at 0 percent popularity. There are 3-5 depending on the level of difficulty. Depending on what level the player avatar is at the popularity percent of the pie must be in favor of the player avatar, each level the percent must be 2 percent more than last level cap. The avatar can increase more than just 2 percent at any level but will not gain levels unless experience bar and morals bar is full.

- Avatar level 1 – needs Popularity Pie to gain 2 percent or higher
- Avatar level 2 – needs Popularity Pie to gain 4 percent or higher
- Avatar level 3 – needs Popularity Pie to gain 6 percent or higher.
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Around level 26 is the average avatar level to begin phase 2, being any higher is not necessary. The cap is level 99.

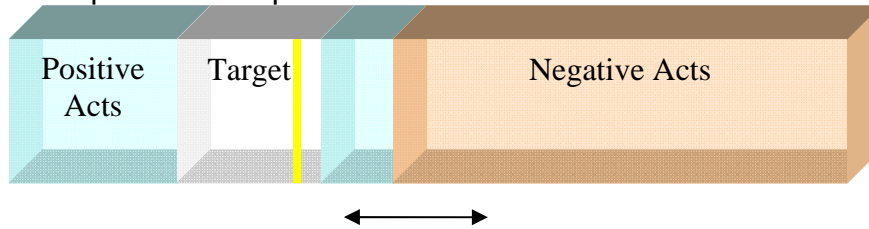
Morals Meter

The Morals Meter is a meter which must be above the approved Target area for the avatar. Different avatars will have different Target area points. Based on the positive and negative aspects of the avatar, one's Target area might be very low to fill. Event choices will affect the meter; it can drop or be increase. Certain events might affect both Morals Meter and Popularity Pie or just one.

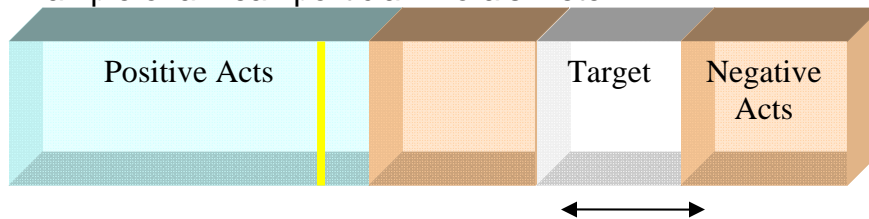
Mistakes will decrease the meter, as well as dishonorable acts. Morals points will be also able to be used to buy things such as cover-ups for kidnappings or assassinations. Being caught or failure to cover-up these events cost in popularity points. By having the avatar in the Target area advancement is possible. Sometimes it is wise to dip out of the Target zone to achieve more popularity. Being able to participate in multiple events gives the player time to collect as many points as needed. For example, participating in a protest that gains 1 percent popularity while drops 20 points in Morals. If the avatar is 20 points over the Target area then it would be worth spending those morals points for gain popularity.

As seen in the example, the yellow the line represents the avatars current standing, Depending on the avatar creation the Target might be in either zone. As with the first example the player might need to gain a few moral points to stay in Target. The second example would be able to lose or spend morals points to get the avatar back to the Target area.

Example of a nice politician Morals Meter:



Example of a mean politician Morals Meter:



Experience Bar



The Experience Bar cannot decrease. Every event adds exp to the bar, the amount to be filled increases every level. Bonus exp points are awarded in special cases like succeeding in an assassination. This does not change when proceeding onto phase 2.

PHASE 2:

Popularity Pie

After the month of running in the election phase 2 begins. The Popularity Pie and Morals Meter will determine which office the avatar is. In this phase the avatar has succeed in the candidacy and will play that “class”. During this phase, the popularity percent will start decreasing. During the phase events will cost more than other and if the percent drops below 10 percent popularity then the avatar will have a choice. Get impeached and the game is over, or complete several mini games to raise Popularity.

| | | | | |
|------------|--------------|------------|---|---------------|
| Popularity | Greater than | morals | = | Governor |
| Popularity | Less than | morals | = | Senator |
| Popularity | Over | 80 percent | = | Head of state |

Morals Meter

During this phase the Morals Meter is used to identify how much power of Office the avatar has. The more morals kept the less influence over staff and other leaders. This is in place to encourage players to have fun. Very high morals will give little sway in the staff. How much popularity will give the range of things able to be done while Senator, Governor or Head of State. For example, as a governor the avatar will have a different selection of events than the Head of State to participate in. Having fewer morals the more the avatar will be able to participate in riskier events.