

Game Proposal

Title and Developer Information:

Game Name: *The Politician*

Developer: Adam Stanford

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Overview of Game:

Title: *The Politician*

Premise: The game is based around developing a character whose goal is to rise to power in the world of politics.

Purpose: The game is intended for entertainment only.

Platform: PC

Genre: Simulation

Target Demographic: The game is targeted toward both genders, 16 years of age and above. The game will be oriented toward novice users and consumers who enjoy games like The Sims.

Anticipated Rating: Teen to Mature

Goal: To advance the skills and stature of the user created character.

Role of player: An aspiring politician.

User's POV: Third person

Setting: The user may select from several large cities to start the story line and will move from city to city as the character achieves higher political office.

Basic Storyline: The player starts off as an individual looking to change something about their local neighborhood. The user will select the city in which to start, the profession of their character and a cause to support. From there the character will attempt to achieve the highest possible political office, all the way up to President of the United States.

Major Challenges: Strikes, scandals, economic and natural disasters.

Characters: The user will design the appearance, profession and initial strengths of their character. As the game progresses the user will choose to build up certain aspects of their character's skill set, such as charisma, appearance, public speaking, problem solving and so on. The major NPC's will include voters, campaign managers, interns, other politicians and anyone involved in the political process.

Structure: The game will take place in the major cities of the united states, which will be separate "worlds," which cannot be traveled to except through menu options the player will have appointments and events to attend in different cities. Different cities will become available as the player advances through the game and achieves certain statures.

Gameplay:

Scoring: The player will perform different tasks to build up skill points, and will then choose which areas of their personality to add those points. The more points added to one particular skill, the more effective that skill will become. There are also political offices of varying importance to be attained. The character will run in elections, and depending upon the skill of the player and the decisions of the user they may win or lose.

Player's verb set: Player can walk, shake hands, and manipulate certain objects when prompted.

Core gameplay: The player must make the correct decisions to advance his political career. The player must say the right things, meet the right people, support the right causes, attend the right events and so forth.

Inventory: The player will build up a "contact list" of people with power and money whom he/she will contact when their services could be helpful.

Time: Time will pass very rapidly in the game, so that the game will stretch out over an entire political career from young, inexperienced person to grizzled old politician.

Interface: The interface will be keyboard and mouse. The player will navigate small areas by walking and taking computer driven cars from building to building. Longer trips to other cities or countries will be through a menu where the player will select their mode of travel depending on time and money. Information will be provided through an "advisor" who will submit a written report to the character each day, which the user will be able to access and read from a menu. And also from newspapers and other periodicals.

Audio and Video:

Video: The game will be 3D. The game will have the look of a conservative cartoon. It will be a cartoon animation which attempts to mimic reality. Much like a Sims game. There will be cut-scenes at certain stages of the game which will look very similar to the in-game graphics.

Audio: There will be ambient noise (cars, crowds, birds, etc.) and there will be alert noises which will bring the user's attention to new developments like polling numbers and newspaper headlines. During cut-scenes there will be voice-over dialogue and music where applicable.

Tactile feedback: None