

University of New Mexico
CS 591 Game Theory
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Game Proposal

Game: Emancipation
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Premise. Maria is a nice and smart woman that suffers domestic violence. She is so afraid of "the one" (her partner). Incidentally she meets you ("antimacho") and asks you for help in order to get her emancipation.

Overall purpose.

It is a fact that I have been always attracted to pedagogic methods. It is a great advantage using new technologies, like Torque Game Engine, for making games that allows to get graphic resources. The main purpose of this game is to advertise public offices, that help women or people in general, providing the necessary support to go through domestic violence. The second goal is to teach the simplest but effective steps that a person with this kind of problem should follow. Also it is important to mention that this advergaming is not a panacea for all the domestic violence incidents. It is just a graphic description that might motivate to one person to make decisions by his/her own. This approach tries to present the serious problem in a simple story that shows it in an entertaining way.

The genres of this game are action and adventure.

Since the domestic violence does not respect any kind of social or cultural facts. The target people to use this game can be any people from teenagers to adults. The main audience would be the people who either go to these offices or visit the websites of these organizations. Also the game can be distributed into the middle schools. It would give to the game a classification of T.

This game is going to be played for a single player. This player is not going to be the main character of the game. The role of this player is to be an assistant. Consequently, the player is going to control Maria sometimes. Also this player is going to be the co-creator of the story. Depending on one decision he/she makes.

The user's point of view is in third person when the player is controlling Maria. On the other hand the user's point of view is going to be in first person when the assistant is him/herself ("antimacho").

The goal of Emancipation is that Maria be able to achieve her emancipation. In this case emancipation is to get free from the unhealthy control that "the one" has over her. How is she going to get it? With the help of a third person called "antimacho", who is going to provide support to her in different situations.

Locations and basic storyline.

The first screen is a brief presentation of the office that promotes its services. At this time we are

going to know some statistics about the topic.

The second location (Asking for help) is when Maria and "the one" are having a picnic in a park. While "the one" goes to get some water. Maria meets "antimacho". She takes advantage of the opportunity and asks for help. After that, a scene where Maria is receiving verbal attack from "the one" appears, ("The one" 's love demonstration). At this time, "antimacho" has to make a decision of either helping to Maria or not helping her. If "antimacho" decides not to help Maria, then Maria has a very bad time with "the one" at home. A screen appears (Maria's destiny), saying what happened to Maria. At this moment, the last screen of the game appears. Otherwise, (Welcome antimacho) screen appears. The next scenario is a gymnasium (Fighting against herself), where Maria trains to fight with herself. It means that she has to attack all the fears that she has as a result of her unhealthy relationship. Also other issues that she has to pass through due to her situation. After she gets some self-esteem, "the one" shows her some regret in the third location (Forgiveness), Maria's house. She is confused and accepts the apology. But when she is careless, "the one" starts hitting her again, this location is called (The one attacks again). Afterwards, she asks for help to "antimacho" again. The only safe action she needs to do is escape from "the one". So the previous to the last scenario is in a natural park (Making her own decisions), where she chooses each one of the decisions she needs to make. After that, the last screen shows up (You are not alone), it contains the data of the offices that help people living this situation.

Characters.

Maria. She is the main character of the story. She is 25 years old. She is a secretary, but since she got married, when she was 21, she is not allowed to work. The development of Maria is to go from a person without self-esteem to be a person with love and respect to herself.

Antimacho. This character is fundamental in the story, because gives the necessary support to Maria. This character has the description of the person who is playing.

The one. It is Maria's partner. He is 27 years old. He is a lawyer. Before they got married, the one was the kindest guy that Maria knew. Now, he is a nice and kind guy for everybody, except for Maria.

Structure.

The game is structured in just two levels and seven screens. The game is designed to be no longer than 10 minutes. One of those screens is a decision screen where the player ("antimacho") decides either to help or not to help to Maria.

This structure is shown as follows:

	Approximate duration
1. Presentation (Data Screen)	1 min
2. Asking for help (Graphic Screen)	25 sec
3.The one's love demonstration (Graphic & Decision screen) depends on the answer of the player)	25 sec (But the total time of this screen
If "antimacho" decides to help Maria then	
4. Maria's destiny (Graphic Screen)	35 sec
9. You are not alone (Data Screen)	1 min
Otherwise	
5. Welcome antimacho	10 sec
6. Fighting against herself (Level 1)	2.5 min (minimum)

7. Forgiveness (Graphic Screen)	25 sec
8. Making her own decisions (Level 2)	4.5 min (maximum)
9. You are not alone (Data Screen)	1 min

Gameplay

At the start of the game, Maria has half of her life (50 %). When the person that is going to play decides no to help to Maria, then the life goes down quickly. Because of the violence received from the one. It can go down to zero. Otherwise, in the level one, Maria has the chance of recover all her life, fighting (as a karate expert person) against different balls with the next tags: Codependency

Society
Economic Situation
Fear
Burocracy
Family opinion
Beliefs

These balls are going to be bouncing and each time that Maria hits one, gets 7 points more of her life. When she misses a ball, she loose 3 points of her life. Once the balls pass through the screen. She won't be able to hit them again.

If the player can hit all the balls, then Maria is going to have 99% of her life.

Also she has some rewards in this level. They are going to be some bubbles that just appear for 5 seconds and she needs to touch them.

These bubbles have the next labels :
Positive beliefs
Family & friends support
Crisis intervention services

Each one of these bubbles have a value of 10 points. It gives a total of 30 points for Maria. This number is added to her life and the rest is saved as extra power (self-esteem).

Maria is going to be able to jump, walk and hit with arms and feet.

In the next screen Forgiveness, Maria decides to forgive her partner, you cannot help her. It would have been good idea to forgive the one, but the one starts hurting her again. So Maria looses 10 points of her life.

Afterwards she asks you for help again. And you need to help her to find the way to her emancipation. In this last level the time is a restriction. Maria has only 4.5 minutes as maximum time, to get the necessary tools that she decides to pick.

Each tool is going to be either camouflaged or easy to get. She needs to travel in a natural park, where she can walk, run, touch and get the tools. There are going to be a total of 13 tools. She needs to get at least 10 tools in order to succeed. If after 2 minutes she has not gotten 4 tools, her life is going to decrease. It is important that according to the decisions she makes, there are going to be constrains to choose some of them. For example if she chooses shelter. She won't be able to choose emergency residential.

The game is designed to play on any personal computer. Using the arrows to move and the space bar to hit or get the elements. Also it can be played in a console.

Audio and Video

Emancipation is going to be a game in 3D. The level one will have artificial light in a gymnasium.

The sound effects would be the regular sound that we can hear when a ball is hit or a bubble is pinched. While the second level is going to be outdoors with “natural” light. It is very important the sound in this game, because of the settled dialogs. Music can sound in the fist and last screens of the game. It is not decided yet which one would be appropriate.

In the second level, it is raining in the natural park , then the weather gets better.

Other issues.

Language. The statistics tell us that this is a huge problem in Latin America. So Emancipation is going to be translated to Spanish language.