

Dictator's Friend

1. Introduction

Name: Dictator's Friend

Genre: Digital game, Drama game

Abstract:

The Dictator's friend is a strategy digital game. Played by one player, play time last for 30-60 minutes. The player plays a double agent in the game, working as a dictator's friend in the national government but being coerced by a resistance organization to help them get government secret information, so they can launch their sabotage against the current government's rule. The different choices made by the player during the game will affect the outcome of the game. Players have to choose their own position between the authoritarian government and the resistance organization under the influence of various factors and events, while trying to avoid revealing character's identity and get killed by the government or the resistance.

If the character is killed by either government or the resistance, the game will be over. If player helps the resistance to achieve their goal and successfully overthrown the national government, player will be treated as a hero, however he will be asked to perform the execution on his friend, the dictator. If player helps the government to eliminate the threats come from the resistance, character's wife will be killed for participating in the terrorist events. If there is any other option in this chaos for the player? And how much will that cost?

2. Design Purpose

Influenced by my favorite American drama "House of Cards", I want to design a digital game that can express the essence of international and national politic competition – the national interests.



And I think the best way to do so is letting players to experience the color revolution in the modern human history, to experience the choice those "freedom fighters" or the authority made between family and friendship, between the government and the people: the different choice player made will make player suffer different consequences. So, players have to carefully search for clues, find balance between different factions to survive, and sometimes need to make the necessary sacrifices to protect what they

truly care about. Which will also tell the player that the so-called freedom is not necessarily achieved through the most dramatic brutal revolution: “Sometimes it’s best to leave well enough along.”

3. Game Elements

1. Classified files

These files contain the key information that can help resistance to proceed their sabotage plans.

INSPECTING	Core	Related	Non-related	empty
DGS point	+5	+1	+1	
UPLOADING				
DGS point	+10	+3	+3	
DRT point	+3	+1	-5	-10



2. The degree of government suspect (DGS)

This score tells how much the government is suspecting the player.

Status	Points			
Starting point	0			
Safe	0~40			
Activate Dictator	40~70			
No core file	70~99			
Game over	100			
Cool down	0~20=0	20~40=20	40~70=40	70~99=70



3. The degree of resistance's trust (DRT)

This score tells how much the resistance is trusting the player.

Status	Points			
Starting point	50			
Safe	50+			
Activate Wife	20~50			
Game over	20-			



4. The success rate of the resistance's sabotage plan (success rate of the plan)

This rate tells the chances of resistance's plan can be succeed at the end of a week.

	Core file	Related file	Non-related file	Empty file
Week 1 rate	+20%	+10%		
Week 2 rate	+20%	+5%		
Week 3 rate	+20%	+5%		
Week 4 rate	+20%	+3%		
Week 5 rate	+20%	+10%		
	<i>Necessary file</i>			

* The news report will tell the player whether the plan is succeeded.



5. Classified file relationship list

This relationship list tells the connection between Core files and Related files.

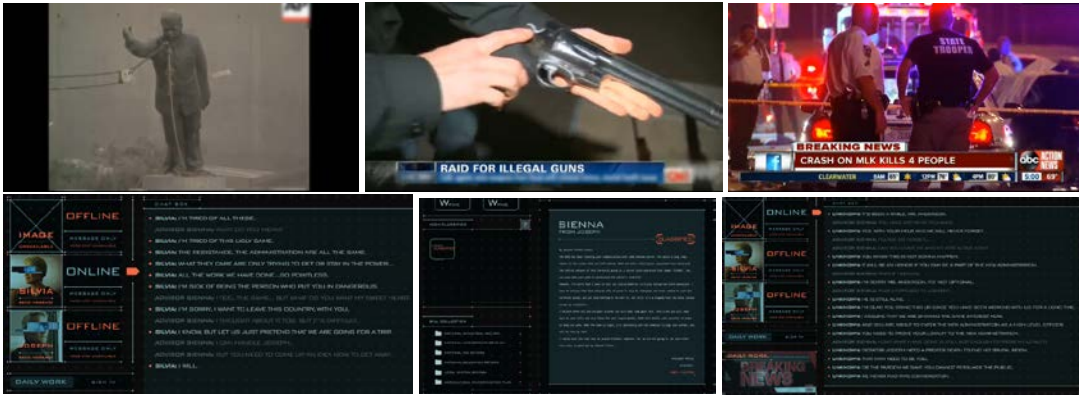
	Core file	Related file	Non-related file
Week1 Assignment	Security Cam	HR Report Time Schedule Security Report Hardware	Other
Week2 Assignment	President	HR Report Security Report Special Force Police Dep. Security Equipment Time Schedule	Other
Week3 Assignment	Hotel Arrangement	Hotel Alternation Security Equipment HR Report Site Explore Name List Hotel Bidding Time Schedule	Other
Week4 Assignment	Summit Security	Security Report Military Report Police Dep. Transportation Rout Vehicle Bid Security Equipment Hotel Alternation Hotel Bidding Time Schedule	Other
Week5 Assignment	Currency Reform	Transport Rout Police Dep. Vehicle Bid Bank Security	Other

6. Country's stability points (CSP)

This score tells the game result.

Starting point	0	
Range	-100~100	
Ending	CSP range	Ending 2
Peaceful ending	-50~50	
Resistant destroyed	50~100	<i>Wife dead</i>
Authority overthrown	-100~-50	<i>Dictator dead</i>

* After the end of 5th week news or chats will tell the ending of the game.



This list tells the affect different week's event will have upon on the CSP.

	W1	W2	W3	W4	W5
Succeed	-10~50	-5~35	-30	-20~30	-15~35
Failed	+10~50	+5~35	+30	+20~30	+15~35

7. Game characters

There are two NPC characters in the game, they will be activated once player reach to a certain point of DGS or DRT.

Dictator	
Activated	DGS at 40~70
Influences	a. Inspecting and uploading documents does not increase DGS points.
	b. Replace a random file with an empty file every day.
	c. DGS points will be reduced to 0 at the end of the week.

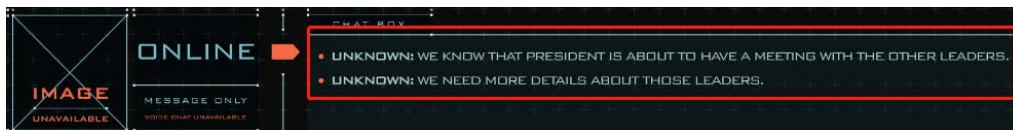


Wife	
Activated	DRT at 20~50
Influences	<ul style="list-style-type: none"> a. Randomly upload one more file per day. b. Increase the DRT point in it is a related file, if not, the DRT won't decreased. c. The DGS points will increased each time.

**The file uploaded by character's wife will not be intercepted by character the dictator.*

Game Flow

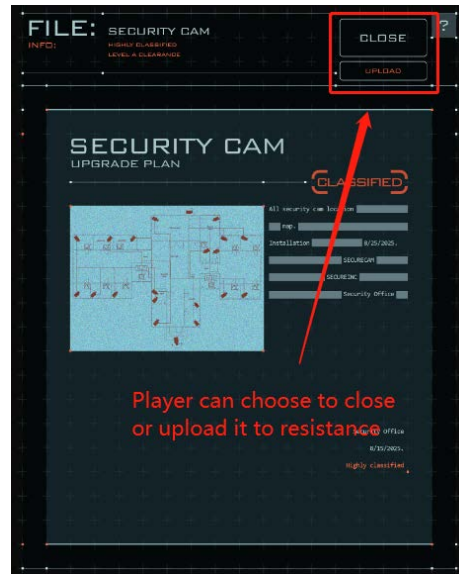
1. When the game start, the resistance will contact player through chat box and tell player the mission's detail.



2. During the mission's week, player will receive 5 random classified files everyday in the file explorer. Player can select and drag the file to the file browser to read the file's content.



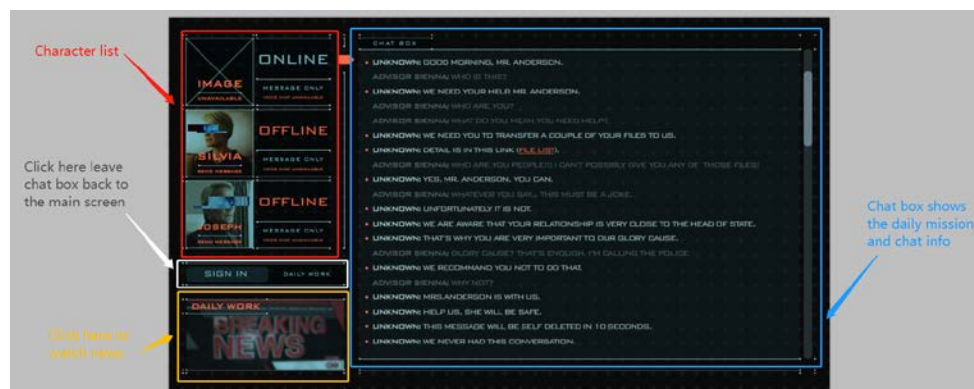
3. After finishing reading the content, player can choose to close or upload the file to the resistance.



- 3.1. If character the dictator is activated, then the dictator will intercept one of the files that player uploaded randomly and replace it with an empty file.
- 3.2. If the character wife is activated, then the player's wife will choose one of the remaining files to upload after player finish his operation.
4. By the end of this week, a news report will be played in the message browser to show whether the resistance's sabotage plan is proceeded successfully or not.
5. By the end of this week, player will receive a personal file and a bank record. The personal file will show the player's DGS points and bank record will show the player's DRT points.
6. A new week's game will start with another conversation player have with the resistance in the chat box.
7. After 5-week games, player will acknowledge the ending of the game according to the CSP, showed through a news report footage (neutral ending) or a classified file (the resistance eliminated ending) or a conversation (dictatorship overthrown ending).

UI

1. Message area is the area that will tell player what the weekly mission is, will also show the other characters' status (whether is activated or not).



2. File explorer is the area that shows the daily classified files, player's personal files and bank record.
3. File browser is the area that player inspects the content of different kinds of files. File browser will also show the options for player to choose whether is to close the file or upload it to the resistance.
4. The control panel is the area that player to choose to end the day after finish his moves and start the next day's game.

