Revolutionary Reconstruction

Design Document

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2 INTRODUCTION

2.1 GENERAL DESCRIPTION

Revolutionary Reconstruction is an asset management game. The game is a single player game, where the player plays the leader of a rebel army that has just overthrown a corrupt regime. Players can manage government policy, balance public favor, defend the county from outside invaders, attempt to expand the borders of the county, and rebuild the country.

2.2 COUNTRY MAP

The country map is the main interface with the game, showing various states of the county and the cities that occupy them. Roads connect the cities and determine how long travel between various parts of the country takes.

The country map can be zoomed in or out to focus on various parts of the map. There are two levels of zoom. Interaction is the same at both levels, but the information displayed changes and diminishes if the map is zoomed out.

Important information and interfaces will be overlaid on the map for ease of use and reduce the number of screens the player has to interact with to perform actions. Complex or infrequently used information and information will be displayed in the UI on the sides of the screen or in separate windows.

2.3 WIN CONDITIONS

The main objective of the game is for the player to rebuild his/her country and have conquered or be at peace with surrounding nations. Victory can be achieved in the following ways:

- Reconstruction: Peacefully rebuild the empire and achieve a Favor rating of 100% satisfy the needs of all citizens.
- New Regime: Control the country with strict laws and regulation, making any rebel attempts futile.

2.4 LOSS CONDITIONS

The game can be lost under a variety of circumstances. They are as follows:

- Death of the Commander: The player avatar is killed.
- Foreign Invasion: The player's country is conquered by a foreign power.
- New Rebellion: The player's government is overthrown by a new rebel army.

2.5 INTENDED EXPERIENCE

The intended experience of the game is to immerse the player in the country map. Interfaces and UI are designed to minimize how much the player needs to switch between the country map view and other screens.

Additionally, the game should feel large. Managing an entire country should feel like a big and difficult undertaking. However, the pace of the game should feel fast passed, with time always moving in the game world, forcing the player to be able to keep track of everything that's happening on the map.

2.6 PROMPT

This game tackles the prompt "So now what?" by putting the player in a scenario where many games usually end. The story of the victorious rebel army usually ends after the old evil regime has been overthrown, with little thought being put into what happens to a war torn country after a rebellion is over. After overthrowing the old government, the rebel leader is asked "So now what? How do we rebuild our country?"

3 GAME MECHANICS

3.1 FAVOR

The main mechanic of the game is **Favor**. **Favor** is an indicator of how well reconstruction of the country is going and how the public views the rebel leader. At the onset of the game, **Favor** is high due to the public support for the rebel army and the general dislike of the old government. However, the country is in poor favor will drop fast if the condition of the country does not improve. Solving hunger problems, making good on promises made during the rebellion, defending the boarders, and putting democratic policy into effect will improve **Favor**. However, if issues in regions are not dealt with, policies the locals do not like, and distribution of funding can cause **Favor** to decrease.

3.2 POLICY

Deciding on policy is the main role of the leader. Distribution of funds and supplies will be a challenging problem for the leader. There are many problems that need to be solved in the country, but not enough supplies to address them all. Players will have to balance internal and external threats in order to successfully rebuild the country. Examples of Policy choices are:

- Distributions of funds
    - Rebuild the land
    - Build an army to defend against internal and external forces
- Tax rates
- Type of Government
- Doing favors for wealthy parties in exchange for funding

3.3 INTERNATIONAL RELATIONS

Managing international relations will be vital to rebuilding the empire. Promises and alliances will need to be made in order to obtain resources and protect the player's country. Additionally, hostile countries will attempt to take over the player's country as it attempts to rebuild.