

ENTER THE CHAMBER

Designers: Martin Pocock, RaCU, Simran Baria

Genre(s): Simulation, Role-playing, Educational

Player: Single-player experience

Game Elements

- Scrolling posts
- Sharing and liking posts
- Text message conversations with friends

Technical Specs

Technical Form: Completely 2D graphics

View: Flat 2D first person view, meant to replicate looking at a phone or computer screen

Platform: Windows, Mac, iOS, Android

Language: Unity, C#

Device: PCs, mobile phones

Gameplay

You play as a teenager using SocialGram, the most popular social media that all your friends use. You scroll through numerous posts, liking and sharing those that speak to your values. Sometimes your friends share posts with you, sometimes these posts inform you about things going on in the world that you didn't know about! It's probably a good idea to share these posts with your own followers, but it's up to you to think about whether these posts are telling the truth or not.

Outline

- Scrolling through posts
- Looking at profiles
- Friend sends you a post, text message conversations
- Misinformed ending
- Informed ending

Core Loop Diagram

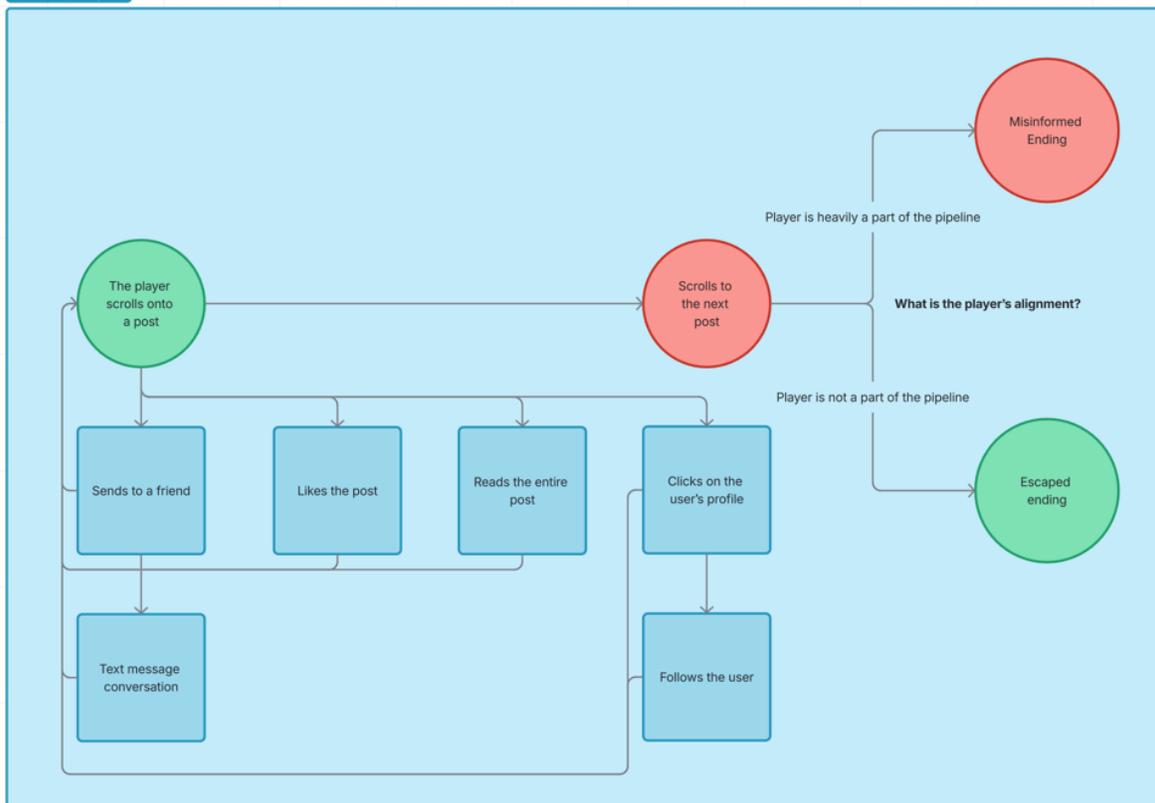


Figure 1 - The core loop diagram

Key Features

- Humorous text messages, posts, and accounts
- Satire/Commentary on internet culture
- Mechanics that are directly similar to using a social media (scrolling, liking and sharing, messages, profiles)
- Multiple endings, choices matter

Design

Transformation

Behaviour

The way the player uses social media and interacts with the information they are presented with should be transformed after playing this game

How does it achieve this transformation?

- Different endings based on player choices

- Showcases different ways misinformation can be presented
- Rather in-your-face storytelling and satire to ensure the message is delivered

Design Pillars

If a design decision counteracts a pillar, it does not happen

Social Media Immersion

- Design decisions should not take away from the feeling that the game is an actual social media
- The player should feel like they are interacting with an actual social media and messaging system

Story

- Design decisions should not make the story presented in a less meaningful way
- The gameplay should support the storytelling and how it's presented, examples include posts that hide information or the types of users the player's friends follow

Choice

- Design decisions should not make the player feel limited with their choices or like they're forced to do something they wouldn't
- The player will have limited choices but should not feel limited by their choices (shouldn't feel like they're forced into doing things they wouldn't do)
- The player should feel like their choices matter
- The player should care about their choices at the end of the game due to what ending they get

Design Definitions

Win: achieved one of the endings

Lose: achieved the bad ending

Level: scrolling simulations between scripted text message conversations

Main Gameplay: scrolling through posts and interacting with them

- Endings

Parameters

Alignment

- Post - how factual or biased the post is
- User - how factual or biased this user is
- Algorithm - whether the player has interacted with more factual or more biased posts and profiles, shows the player more posts with this alignment

Type

- Post - what type of post this is
- User - what type of posts this user posts
- Algorithm - the type of post the player interacts with most, shows the player more posts with this alignment

User

- Credibility/Gullibility - How likely is the user going to spread misinformation
- Influence - How often will this user's posts show up? How credible might they appear to be outwardly
- Preferences - What types of posts will this user generally post

Messaging

- User - who is the user messaging
- Response - which responses increase friendship more
- Friendship - how much does the user like the player

Development

First Demo

Requirements

- Three scrolling segments
 - 12 posts each
 - 25 users overall
 - Required to give the player the feeling that they're scrolling endlessly
- Five text message conversations
 - Blocks scrolling until interaction ends
 - 4 back and forth messages each, with 2 dialogue options presented for each message, then requires the player to send a post to the user
 - Required to show how the player's relationship with their friends is

- affected by how they act online
- Three segments to show how the relationships develop, progresses the story
- Two endings
 - Required to emphasize that the player's choices mattered
 - Good ending
 - Required to show that the player escaped the misinformation pipeline
 - Bad ending
 - Required to show that the player is still trapped in the misinformation pipeline

Stretch Goals

- User profile creation
- Additional endings to showcase unique player scenarios
- Additional users/posts/scrolling sections
- Player can create posts

User Interface

Controls

Mobile device

- Swiping to scroll
- Tap buttons and options

Computer

- Mouse wheel or drag to scroll
- Click on buttons and options

UI Concept

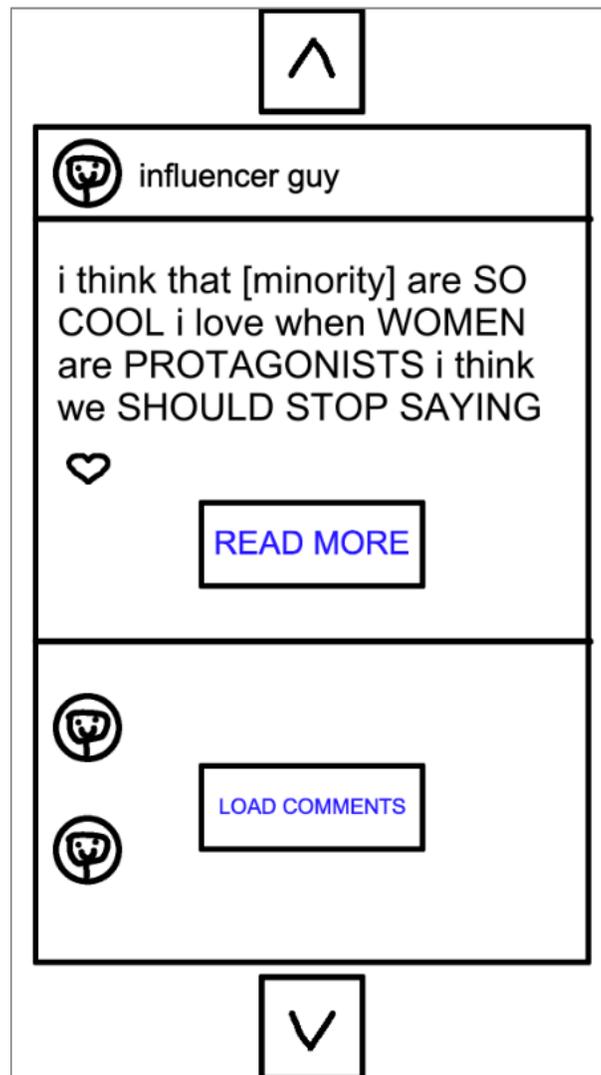


Figure 3 - Concept of a post that the player could see while scrolling through the app

← CHAT



Figure 4 - Concept of a text message conversation between the player and an NPC