Game Identity / Mantra:

Stylized 2D political game about moral decision choices journalist must face.

Design Pillars:

Moral dilemma. Guilt. Linear.

Genre/Story/Mechanics Summary:

The game features mechanics where the player selects various pieces of content to fill and censor newspapers. Game uses point and click mechanics for object interaction. It is inspired by dystopian book genre. Multiple article choices.

Features:

Grim drawing style. 80s art style. Hard moral choices. Political critique. Multiple endings.

Interface:

The player interacts with the interface by clicking and dragging various objects. Player clicks on tube in top-left to access newspaper rolls. After clicking on it the player has the choice to change and either submit or disregard the article. Each altered article has an impact on the ending.

Art Styles:



Figure 2 Game -Death and Taxes



Figure 1 Game - Papers, Please



Figure 3 Book - 1984

Music/Sound:

Papers, Please

Book ASMR

Image Sources:

Figure 1 [https://store.steampowered.com/app/1166290/Death_and_Taxes/]

Figure 2 [https://store.steampowered.com/app/239030/Papers_Please/]

Figure 3 [https://www.andersondesigngroupstore.com/a/collections/literary-classics/1984-george-orwell]