# COUNCIL

Summary

Council is a competitive, simulation style game that takes place in a somewhat distant future. The player starts out as a lower class citizen in a small town and must work their way up in the world. This can be done by making money through their chosen professions and outwitting the other players through politics, deception, or other means. The first one to reach the end goal of their profession or to become head of the council will take the victory.

Tone

Council, on top of the futuristic theme, will have a very realistic tone. Anything that can happen in real life could happen in Council. Players can get sick or injured, and must take care of their characters as well as their character's families. The way the market and civilians act will give the player a sense of immersion in a living and breathing world.

Target Audience

The ideal player of Council is a more mature player who prefers strategic thinking over running and gunning. If they are used to RTS style gameplay they will almost feel at home, and if they enjoy simulation games such as Sims then even better. The target player would more than likely enjoy space/alien movies or games and are interested with different alien races.
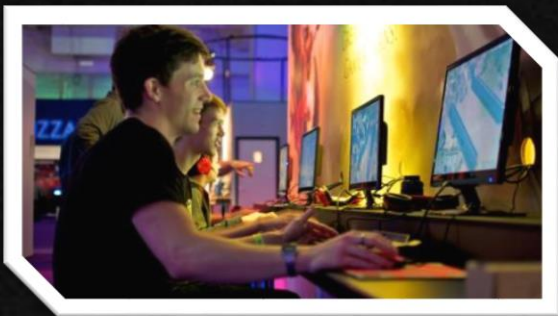
Character Creation

The first thing the player will do in the game is make a character/avatar that they will play as.   They will be able to choose between several different alien races, not just human, along with whatever gender they want and enter a character name as well as a family name. This is mainly just an aesthetic choice, but the race the player picks will have a role in starting a family. For instance, some races may not be able to mate with others, and will narrow your choices of potential spouses in the town. There will even be a race that is an amorphous alien and would produce family members through asexual reproduction.

After picking race and gender, the player must allocate a limited number of points into different stats. These will give the player a starting build to work off of, and allow them to ultimately decide on the type of character they want to have in the world. These will go hand in hand with the profession that they choose.

The stats the player can choose from are:

<u>Charisma</u>: Allows easier courtship. Words are more believable and help in trials or political campaigns.

<u>Intelligence</u>: Intellectual professions become more profitable. Makes character appear more dignified to others.

<u>Bargaining</u>: Player has a way with words. Allows better playing of the market as well as better chances of bribery.

<u>Constitution</u>: Gives better genetics to future children. Healthier character. Harder to bribe against or lie about/falsely accuse.

<u>Strength</u>: Allows player to carry more items. Makes it easier to intimidate.

Politics

A main part of Council is the actual council within the town. This is essentially the government that exists within the world and makes all of the rules within the town. These include seasonal tax decisions, the severity of punishments for different crimes, and several other small decisions. The player has the choice to play the game politically and work their way up the council ladder, whether by bribery, gaining favor, or other means. Not only will the player be compensated for their council duties (higher rankings earn more compensation), the highest ranked council member has a large amount of political sway and can even make it possible to forcefully exile other families from the town. This is one way to win against your Human/AI counterparts.

Profession

When the player is creating their character they must also choose their profession or skill set that will allow them to earn money that they can use to survive. Money is needed to buy/build a startup business, upgrade the player's home, hire additional workers, buy food for the player and family, send their kids to school, and much more. Each profession will start off on a basic level that gives a small skill set for the player and their hired workers that will allow them to create or gather materials that can be used to sell for money or combined to make even more profitable items

The professions that the player can choose from are:

Miner: Send mine ships to salvage moon rock, meteor rock, dark matter and other materials. Expensive start up, big payoff.

Scientist: Create polycarbonates/synthetics materials, Discover diseases/cures. A more hazardous profession, allows use of disease as weapon.

Farmer: Use genetic altering to create food. Cheap start up with high payoff. Saves money on feeding.

Saboteur: Works with rebel forces trying to end the council's rule. Makes money off of jobs and thievery. If the saboteur takes down the council, anyone who is on the council loses, and the saboteur will then have the power to take out any other players.
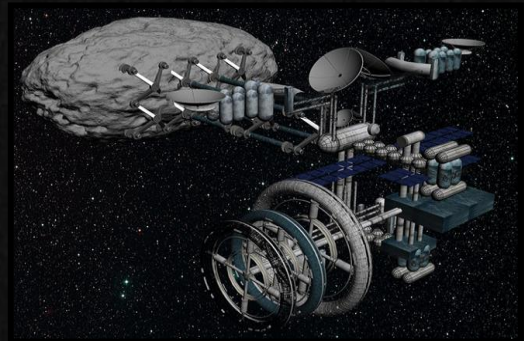
Family

The player is able to find a spouse of the opposite sex in the town, or in the case of the amorphous alien will just begin replicating, that they will be able to charm and eventually mate with. This mate will become another controllable character for the player, and will have their own set profession, base stats, and even social position. This will mean that there are civilians that are lower on the social ladder, but will be much easier to charm than the civilians who are of higher status. If you are higher status than your spouse, they will automatically become the same as you, and vice versa.   Depending on what their set profession is, they can either work with the player's character or, with more investment, can start up their own business.

After charming and being wed, the player can then choose to have children. Along with the children comes the choice of whether or not to pay for them to have higher education or an internship or apprenticeship in a certain profession. If you have the money to put into these choices at the right times in the kid's lives, they will grow up with much higher base stats and profession levels. This is useful, as children will also grow up to become controllable characters for the player. This will only happen at a certain age however, and if the player somehow loses both their player and spouse before the children grow up, they will lose entirely without ever getting control of the kids as characters.

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Buildings

There are different buildable buildings in the game, the basic one being the small house. This will be the building the player must first place within the town at the start of the game, wherever they can find an open land plot. This gives a chance to find a strategic location based on your play style.
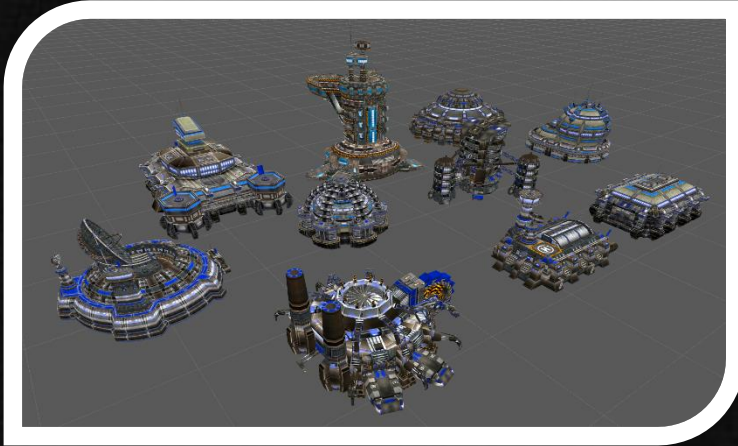
If a player decides to be a miner, they will want their house to be near the launch station that will allow them to buy a mining vessel that can launch to nearby comets or asteroid fields. Having a storehouse next to the launch station when the miner brings back their haul will save a lot of time in the end. The same could also be said about the market or smithy that the ore will be taken to for sale or production.

The player will be going into the town almost at a midpoint. The town will have several civilian houses and profession buildings already set, as well as the government buildings and markets. Any farming or fishery kind of locations will already be placed, but will need to be owned or built on to use. This is to help give a balance to the town as well as support the feeling of coming into a town that is already alive and coming together.

The certain kinds of buildings that can be built or purchased include:

<u>Small House</u>: The basic home of the player. Used to house family, improve base stats through training, and store possessions.

<u>Smithy</u>: Built by the miner. Can be used to synthesize rocks and other materials into marketable items, including building materials.

<u>Science Lab</u>: Built by the scientist. Can be used to create or use new synthetic materials that can be marketable or used to craft clothing or upgrades. Also has a biological branch that can make diseases and cures to sell or use on your family/enemies in the case of diseases.

<u>Genetics Farm</u>: Built by the farmer. Can be used to grow different kinds of food and other high-demand delicacies for the market.

<u>Underground HQ</u>: Built by the saboteur. Acts as a center for acquiring jobs and hiring mercenaries and other thugs to create havoc.

Buildings can be damaged/burned by other players or natural causes and must be upgraded with protection. This can include structural integrity as well as personal hired guards that can patrol your homes and businesses against burglars or fire starters.

The Market

The market is in the middle of the town near the council center. This is where different products will be bought and sold at limited supply. If a certain item is sold to the market often, its demand will go down and will be bought from the player for less money each time, as well as will cost less to buy from others.

Some of the items will be luxury items that are purely there to sell when the demand is good enough, and is a good way to boost your money. However, most of the items will be considered crafting or supply items, and could be used by the players as materials to make things for their professions. Certain genetic formulae or test subject type items might be available for scientists or even genetic farmers for their tests and experiments.

While certain equipment items can be created by the scientist with the right materials, they will also be sold on the market with a very limited quantity. Usually they may only be available if the scientist were to sell them to make money. The equipment in the game serves as a way to gain favor or bonuses with your profession. For example, a high class space-polymer robe will give the player more esteem which would help gain favor in politics or public trials.

Crime and Punishment

In Council, you can perform certain actions that would be considered criminal. These include destruction or attempted sabotage of a player's buildings/places of work, as well as acts against the health of a fellow civilian. While these laws are mainly in place to prevent acts against the council by the saboteurs, everyone must play within these guidelines. Players are able to be arrested for crimes and lose several years of their life, or will have the option to pay large sums of money to be released. It is even possible to lose the game by breaking too many laws and being exiled from the town.

One of the acts of the council is to take yearly votes on the severity of the punishments for different crimes. Sometimes the punishment is harsher for destruction of property than it is for stealing, and sometimes stealing can be considered worse than attacks on someone's health. It depends on what the council decides and can be used strategically to foil someone's plot if you are on the council and can predict a player's movements.

If you are blamed for a crime, you will be put into a trial. This trial will take time, and the character that is being put on trial must be present in the courthouse at the time that it takes place or else that character is more than likely going to be found guilty. While in the trial, the player will be able to try and convince the jury through talking or attempted bribery that they are innocent.

If the accusation is false, it will be much easier to persuade the jury of your innocence. This is where the characters stats and social ranking can come into play and help win the jury over. It is entirely possible for the accusing player to have a much higher ranking and level of persuasion and could end up winning with a false accusation, depending on how well the defendant reacts.

Multiplayer/End Game

Council can be played with up to eight players, either human or AI, and is by no means a short game (especially with the maximum amount of players). The AI would have scalable difficulty and would be much less predictable and more aggressive at the higher levels. Winning is basically a race to the top of your profession, or political stature. Each profession has a somewhat end goal that would take lots of time and money to work towards that would allow them to eliminate the other players.

If a player wants to play politically they can win by becoming the head of the council and using their political reign to exile/frame/arrest the other players. If a player wants to be mischievous and play as the saboteur, they can topple the council government and with their newfound leadership of the rebel forces take out the rest of the players. Each profession would also have their own end goals, such as taking out players with diseases as the scientist or creating a genetically altered army of creatures to take out the other players as the farmer.