



**unition**

Together we rise



# Basic Information

## ~ The Story ~

After the apocalypse, the whole world is dominated by a Tyrant. He makes everyone suffer.

Can you become the peoples hope?

Do you stand for them?

**Watch the trailer here:**

<https://youtu.be/vcG5ZevJ-CQ>

**Type:**

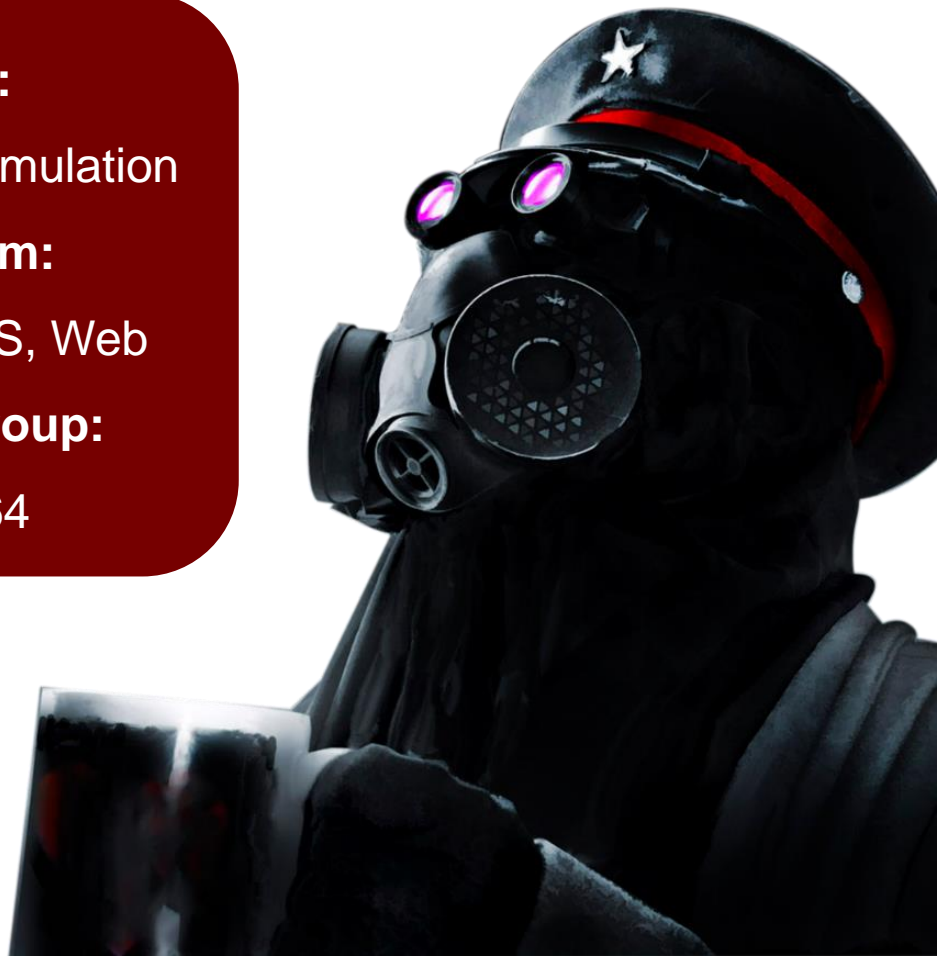
Idle-clicker simulation

**Platform:**

Android, iOS, Web

**Target group:**

18 – 64



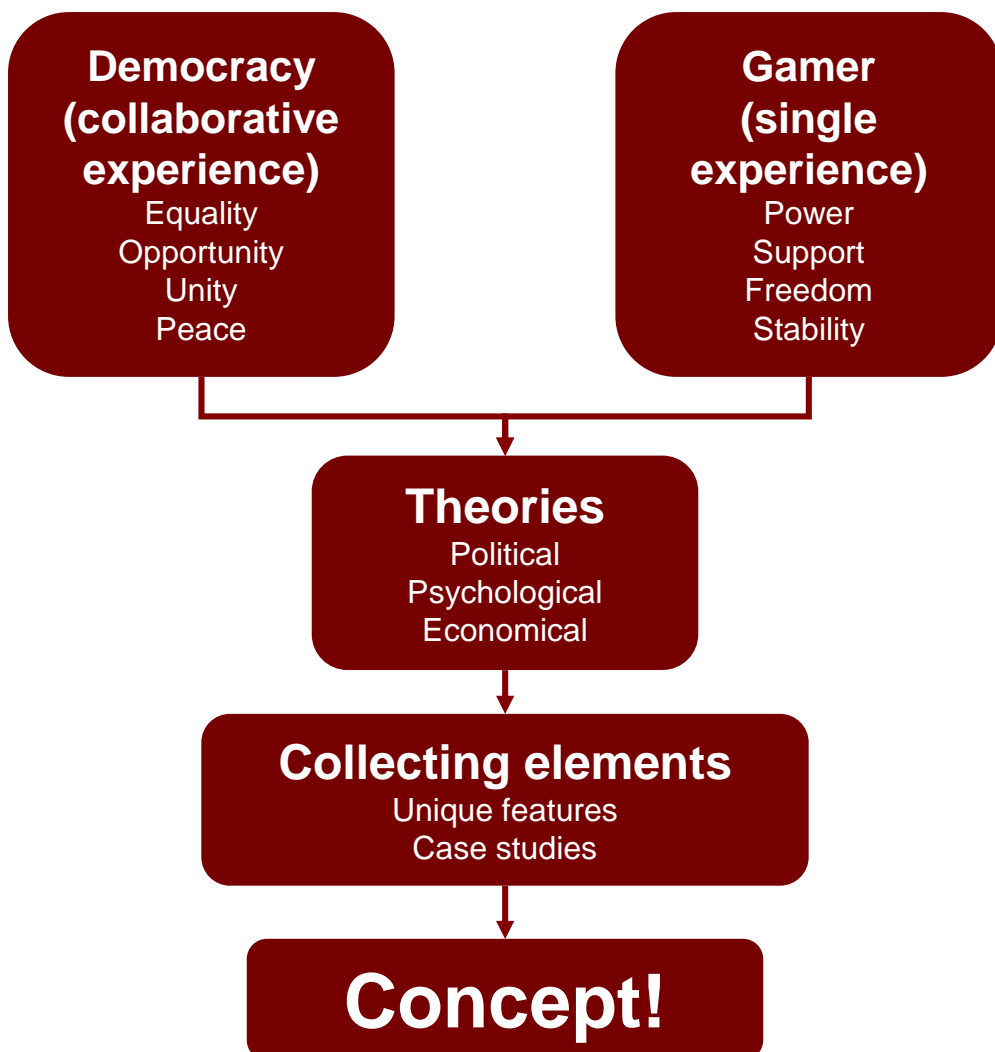


# Background

~ It's all about experience ~

Democracy is defined as the rule of the people.

Every person wants power, support, freedom and stability. Whereas, Democracy inspires people to work together and gain the success as a community. But if the authority gets too much supportive power they turn into autocrats. On the other hand, too less support becomes their reason to fall. So to create a democratic experience the balance between power and need should be established among the people.





# Gameplay

The gameplay consists of game mechanics to experience standing for the people. The game has two chapters. Chapter one focuses on standing against the Tyrant and Chapter two is about making social life better. A flow-chart is given for the Zone-wise gameplay.

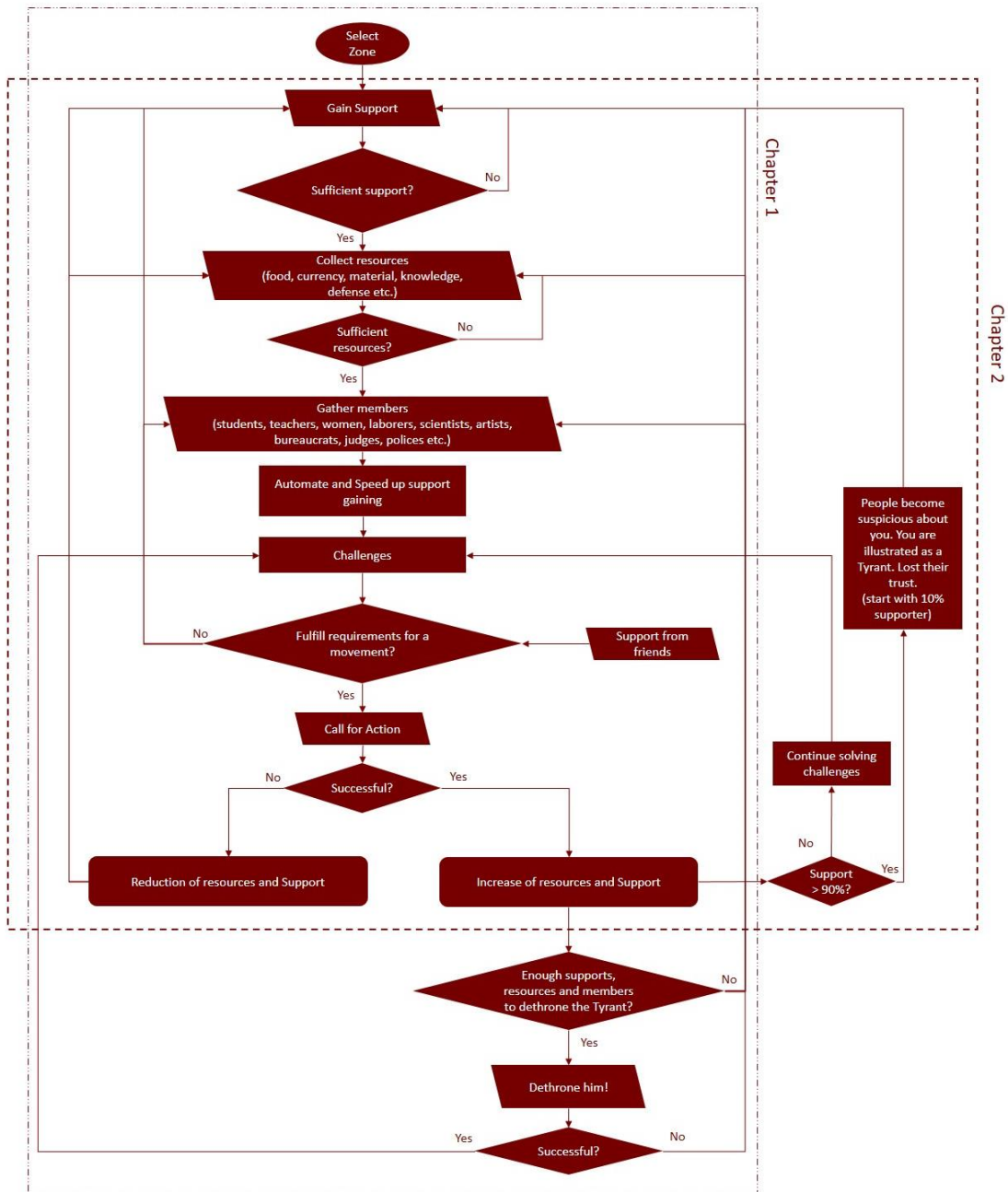


Fig: Gameplay for a Zone. (Click here to see in full resolution

<https://www.dropbox.com/s/oubxfwrs84y2cl/Gameplay%20flowchart.pdf?dl=0>)

- **Zones:**

**Free the zones**

The total area is divided into 5 zones and 2.5 billion people live in these regions. The gamer starts as a conscious citizen who wants to free the zones one by one from the influence of the Tyrant and establish democracy in this post apocalyptic time. The gameplay depends on the gamer's strategic activities.

- **Goals:**

- ✓ Standing against the oppression by the Tyrant.
- ✓ Establishing people's rule and fulfilling their needs.

- **Collecting Support:**

**1 click/tap = 1 support**

As is observed, in a democratic system, leaders start with door to door campaign. One click indicates that activity. Support is the main element in this game.

- **Fundraising & Resources:**

**Support > Resources**

Without having specific resources and support, the gamer can't start a movement/protest against the ruler. Resources include currency, food, raw materials, books, medicine, art etc. The gamer can convert support into resources as per need. Each type of resources costs a specified amount of support by the people.

- **Gathering supportive members:**

**More Resources > More Members > Speed up**

Members can generate support for you automatically based on their social hierarchy. Gathering members costs resources. A powerful member generates more support, but takes more time. After gathering members, the support will increase in a time period depending on social hierarchy. Members includes students, women, laborers, teachers, scientists, artists, police, judges, bureaucrats etc.

- **Challenges:**

  - **Tweak the experience**

    - The challenges that a gamer will face can be divided into two parts – Authorized and Natural.

      - **Authorized:**

        - These types of challenges will be implemented by the Tyrant. He can be establishing forces to dominate the people, giving free food and entertainment, establishing games and brothels to distract citizens, bribing people etc. Besides, if a movement against the authority fails, the gamer might be put in jail for a specific time. All of these happenings have an effect on the gameplay like reduction of supporters, slowing down the gathering support etc.

      - **Natural:**

          - Natural challenges are those which might be faced after the apocalypse. This type of challenges includes:

            - 1. Natural Disasters
            - 2. Scarcity of basic resources
            - 3. Increase or reduction of population etc.
            - 4. Discriminations

              - The gamer will need enough resources to solve these issues.

- **Campaign/Movement:**

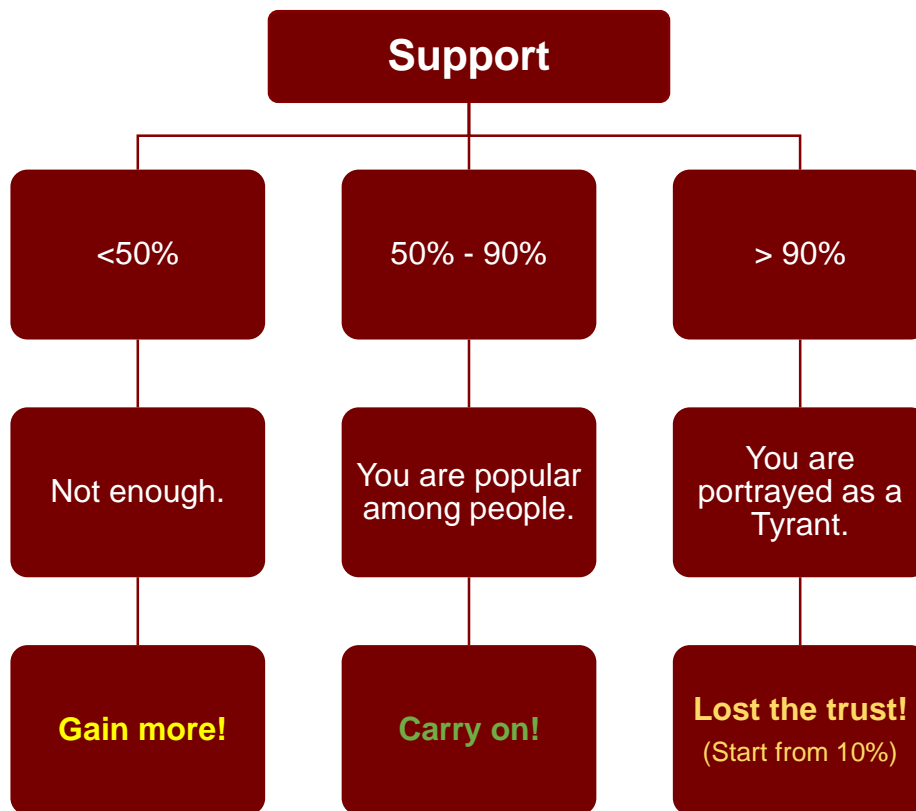
  - **Call for action**

    - Generating support is not enough to remove a Tyrant from his throne. It requires a strong movement and campaign. Each movement requires people, support, specialists and resources. After fulfilling the requirement the gamer can “call for action”. A successful campaign/movement increases the support by specific percentages based on the impact. The result may not be positive all the time for the gamer which will lead to the challenges.

- **Win/Lose:**

**The winner doesn't take it all!**

The game won't finish after winning against the Tyrant. Chapter 2 will begin. In Chapter 2, the gamer has to keep the people happy against all odds. And in a democratic system getting 100% of the support is not possible. So here comes the rule for continuing:



- **Connect with friends:**

**It has a foreign policy too!**

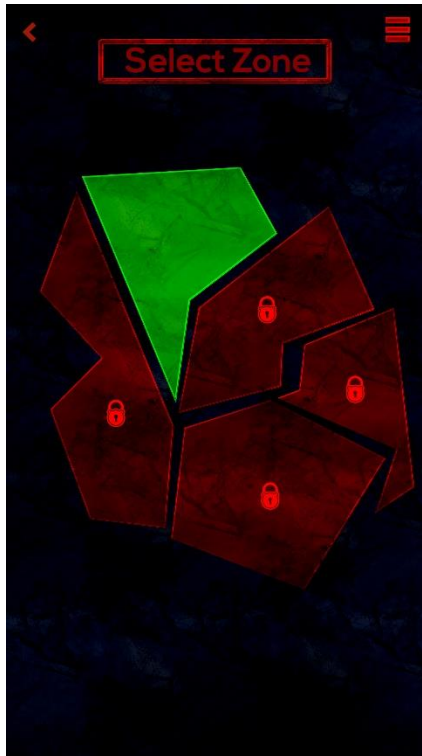
- **Invite Friends:** The gamer can invite, connect and play with friends and family through the "Foreign affairs" button of the game.
- **Seek support:** In time of a movement or crisis, a gamer can ask friends to help by donating resources, giving support.
- **Leaderboard:** A leaderboard indicates the best among the friends and worldwide players.
- **Add an event:** A player can "add an event" by him/herself. An event can connect people, take decisions and gather supports. This part may inspire players to act upon real-life events and decisions.



# Visuals

Type: post apocalyptic, dark, grunge

Some references of the sample game screen -



# Technology

Technology: Unity game engine





# Acknowledgements

~ Trailer ~

Artwork:

1. Vitaly s. Alexius  
(<https://wall.alphacoders.com/unregistered.php?id=3988>)
2. <http://wallpapersafari.com>

Sound:

Music and Sfx: Tapesch Chakraborty

Voice: Banik Sancharee Srishty

~ Thank You ~