Team Name : The Safe City (EDI Game Jam : Safety)

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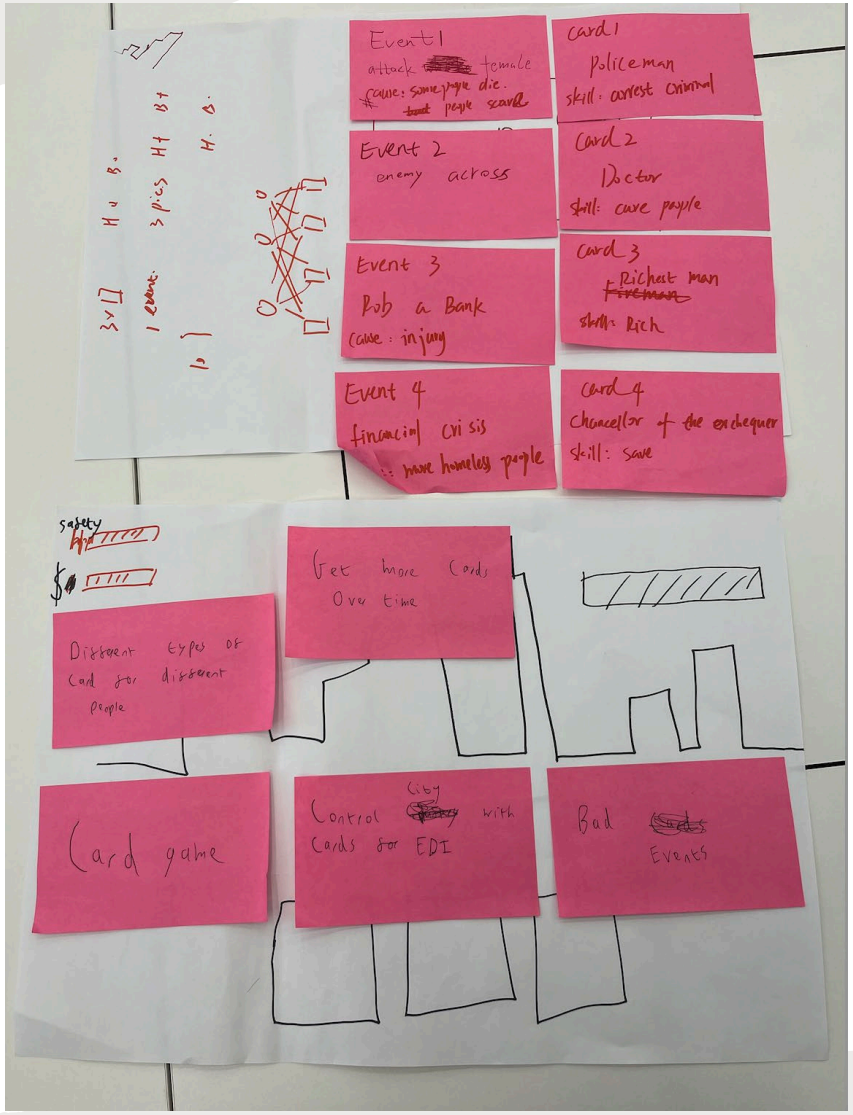
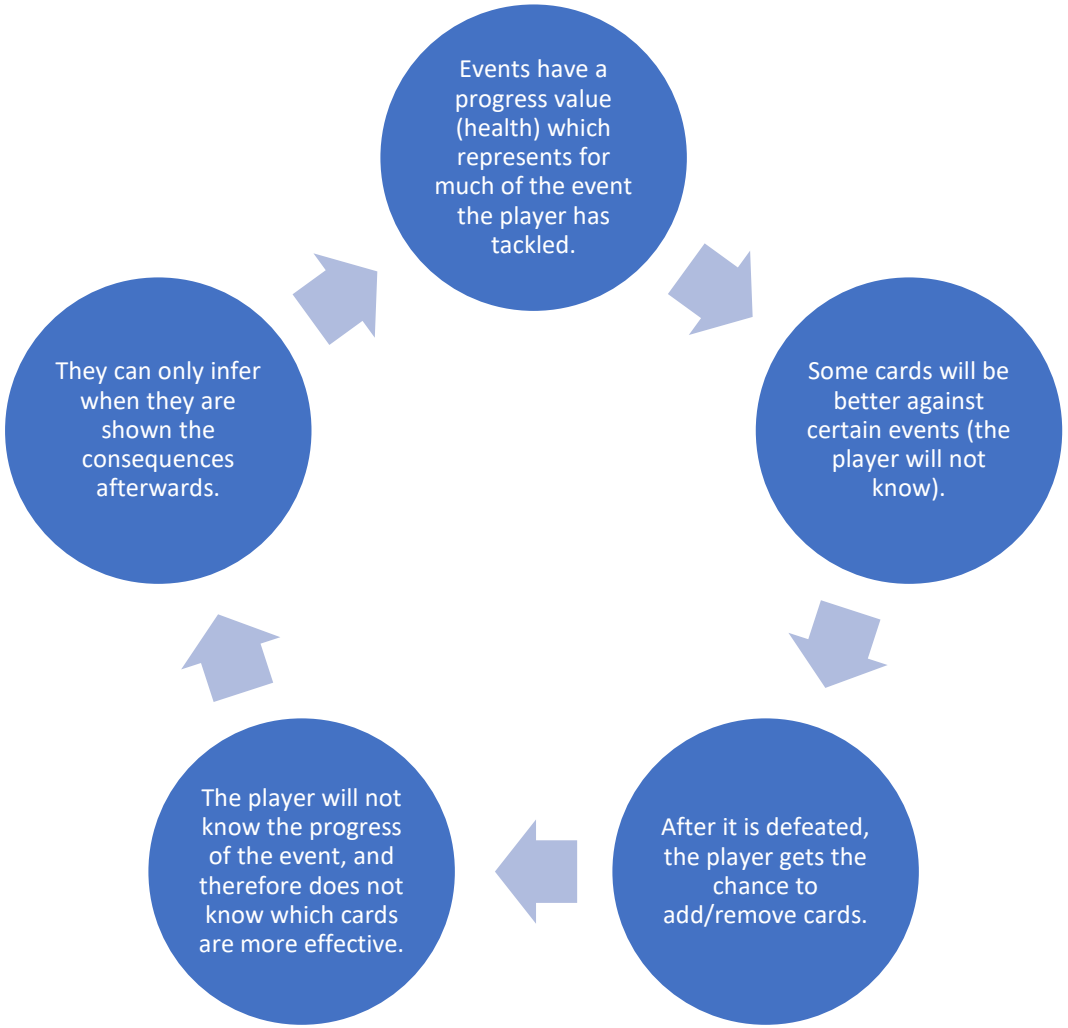
The Details about the Game

- Play as a city
- Using a set of cards, defeat negative events while maintaining the feeling of security in the city and funds.
- Events such as a hate protest, economic crisis etc.
- Your cards represent people/buildings/services in your city.
- Platform: Unity



The Events


Events have a progress value (health) which represents for much of the event the player has tackled.
Some cards will be better against certain events (the player will not know).
After it is defeated, the player gets the chance to add/remove cards.
The player will not know the progress of the event, and therefore does not know which cards are more effective.
They can only infer when they are shown the consequences afterwards.

Your cards

- Some cards may be better than others, and throughout the game, the player can get rid of cards, so they are more likely to draw the cards they want.
- However, getting rid of cards may have consequences.
- For example, removing too many cards with beneficial services (such as homelessness services) could make the player lose due to unrest.
- The player will be shown the effects of their actions on the city after each event.

Game Events

- Attack female

A lot of people feel scared cause some people die

- People suicide

- Financial crisis

more homeless people

- Overworking

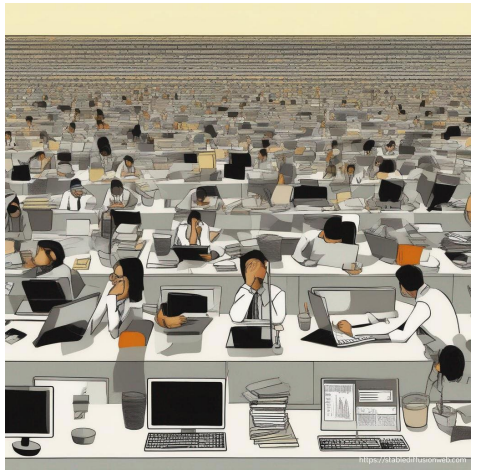
Stressful and anxiety cause overwork and No Room for Individuality

- School bullying

Students feel scared and don’t want to go to school.

- Retired people

Feeling isolated or lonely due to a lack of social interaction after retiring.



Game Cards

- Police

Description: Dispatch the police on patrol

Result: Ensure your safety of life

- Psychologist

Description: Provide psychological counseling

Result: You feel better now

- Richest man

Description: Money money!

Result: Now you get some money

- Chancellor of the exchequer

Description: In charge of fiscal spending

Result: Economic growth of the country

- Educator

Description: Very influential in the education industry

Result: Adolescent problems are being addressed.

- Headmaster

Description: Talk to students

Result: The bad students were expelled

- Companion dog

Description: bow-wow

Result: You feel the pleasure of touching your dog's sleek coat

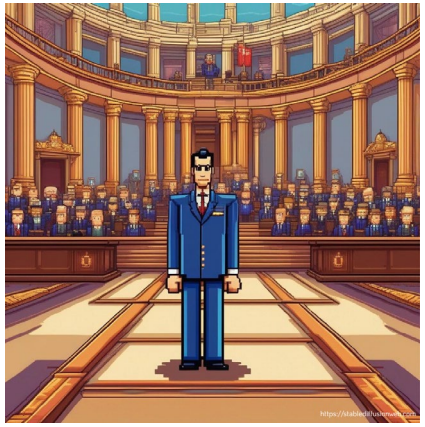
- Sea gull

Description: I want to eat!

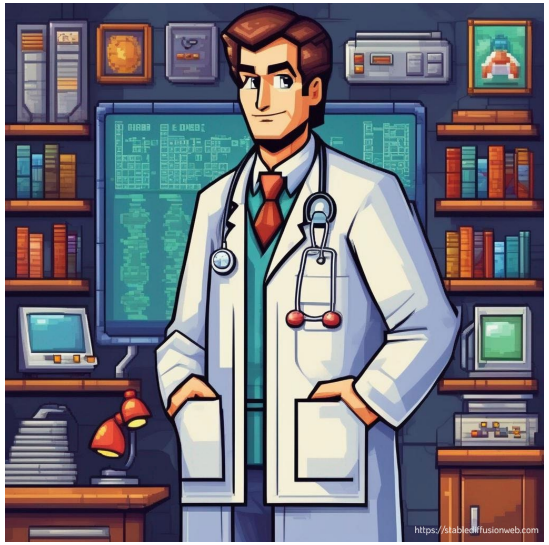
Result: Sea gull robs your sandwich.

- congressman

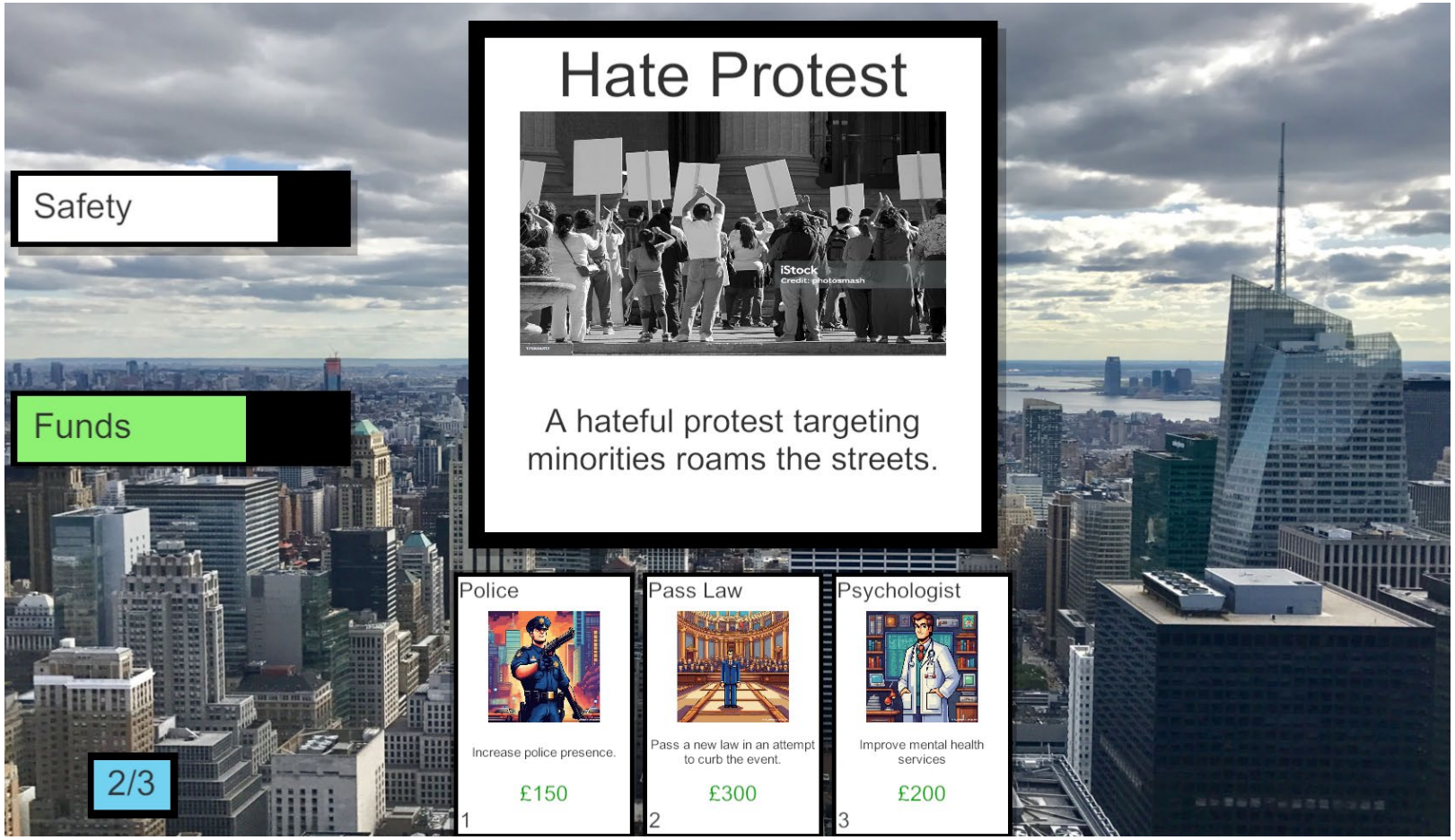
Description: policy making



GAMEMASTER



The Game Demo



Turn based combat against the event: after your turn, the event will damage your security level.

Playing cards takes energy (bottom left,) and funds (green bar, will not refill)

The player may therefore prefer using cheaper cards and might remove more expensive ones that have less benefit. As mentioned, this may have consequences.

For example, only playing police cards may make some people in the city feel less safe, damaging your safety.

GAME DEMO

Safety

Funds

3/3

Financial Crisis

The financial crisis has led to more homeless people.

Richest man

Money, Money!

£ 100

Sea Gull

I want to eat!

£ 50

Chancellor of the exchequer

In charge of fiscal spending

£ 250

GAME DEMO

Safety

Funds

2/3

You get more money!

Sea Gull

I want to eat!

£ 50

Chancellor of the exchequer

In charge of fiscal spending

£ 250

GAME DEMO

Safety

Funds

1/3

Sea gull robs your sandwich!

Chancellor of the exchequer

In charge of fiscal spending

£ 250

GAME DEMO

Safety

Funds

0/3

Target Audience

- Students

Help them to building social Responsibility.

Know what you can do in the event of an emergency or major event.

Don't stay aloof

Each of us is a member of society