



CONTEMPORARY CHALLENGES: MAKING A DIFFERENCE

THE GREAT RESET

ACCA4027

CONTRIBUTORS

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INTRODUCTION

- Meet the team
- Roles and involvement
- Chosen challenge theme (Automation of jobs and the impact on future job opportunities)

ELEVATOR PITCH

- Ever found an accounting-simulator game that's fun? No? Neither have we..
- So, we decided to make a massive immersive universe that you can control!
- However, each decision you make has consequences! And there are so many decisions to make!
- Do you listen to the guidance of your advanced AI or go with Gut feeling?
- You decide!

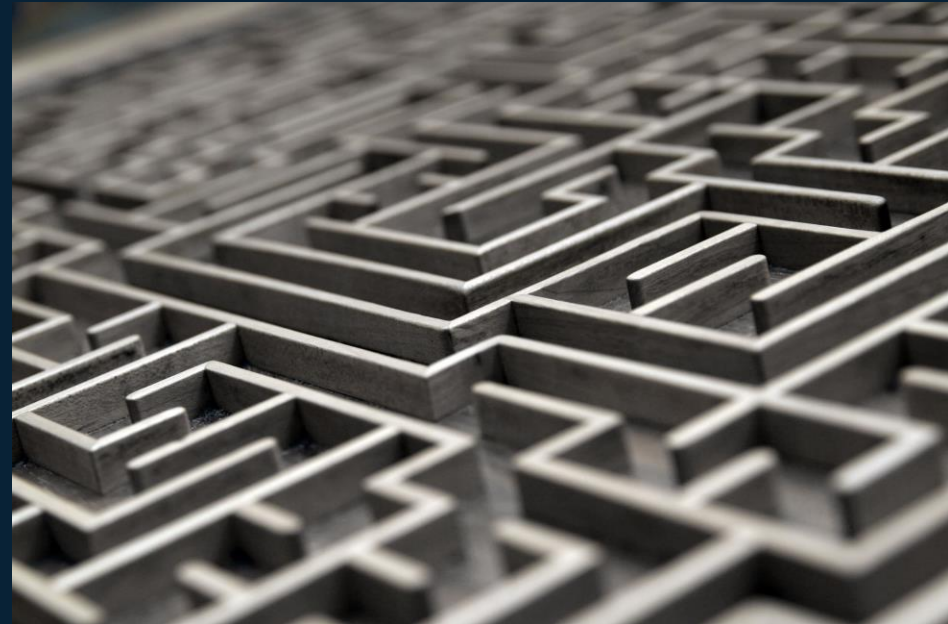


SYNOPSIS & OVERVIEW

- A future where you decide the outcome of humanity!
- Do you use all tools at your disposal to better mankind or yourself?
- Research New Technology and implement it with the assistance of A.R.I.A
- Manage an economy, all the way down to production and military.
- Further your ambition by completing challenges and unlocking bonuses

IDENTIFYING THE PROBLEM

- Player's choices ultimately have consequences.
- Using set a research tree forces the player to think to which technology to choose for your challenge.
- Top-down based strategy i.e., 'Civilization' gives for more interaction with our A.I at identifying issues visually and when they occur.



ILLUSTRATING ISSUES

- With each chapter completed a new challenge will be presented for the player to tackle and overcome.
- The A.I. will give you an overview of each challenge available and additional information regarding possible choices.
- Visual representation during the game will allow players to see progress as they play. Starting off in a desolate environment moving to a more utopian one based on decisions made.



I HAVE SOME INFORMATION TO DISCUSS WITH YOU REGARDING-

(A)

(B)

(C)

(D)

- CHOOSE TOPIC TO DISCUSS -

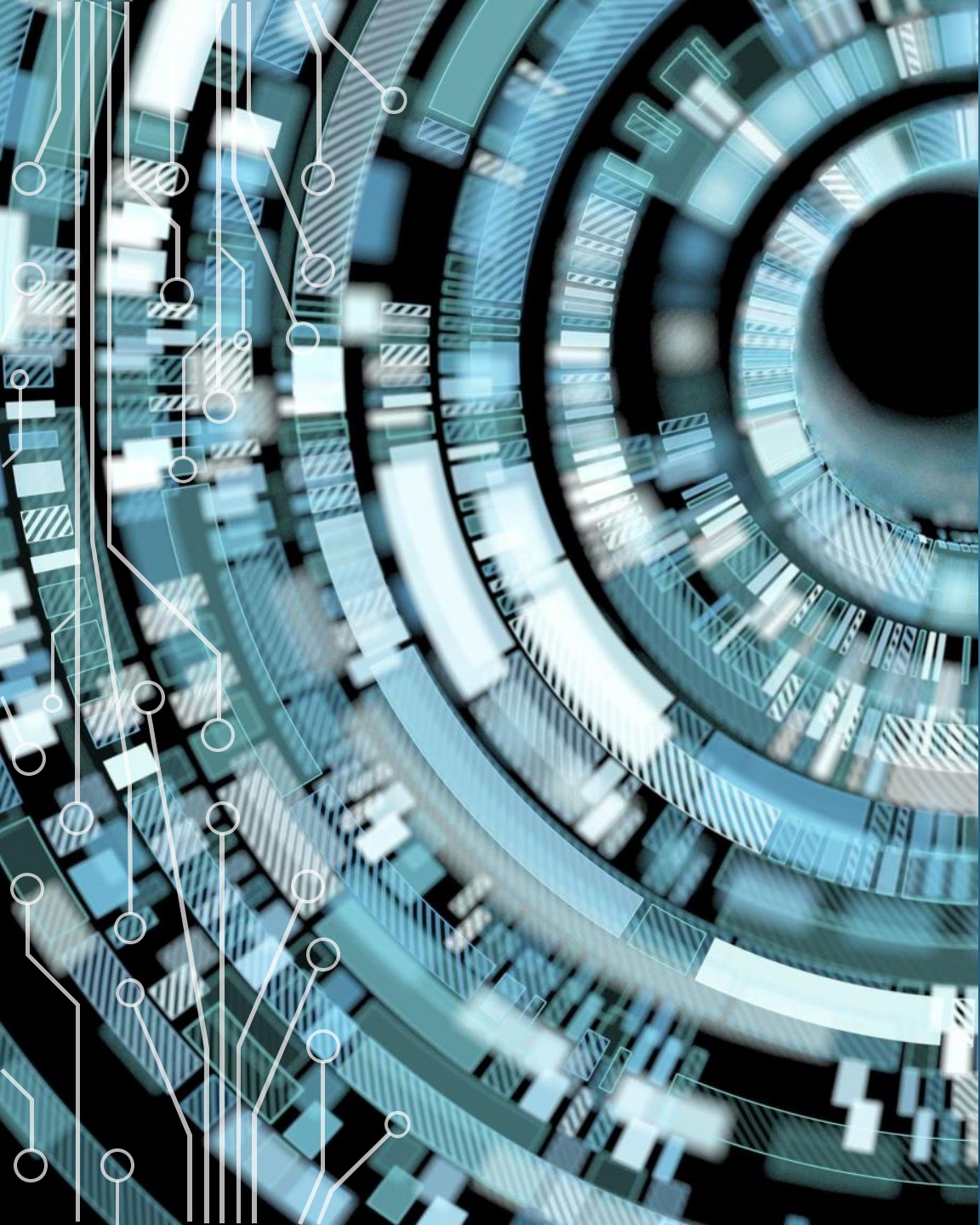
//SUBDIVISION OF CHAT BASED ON PREVIOUS ANSWERS WILL APPEAR LEADING TO TOPIC

DISCUSSION AND DECISIONS TO IMPLEMENT//

IMAGE OF PERSON OR ENTITY SUCH AS A.I

INTERACTIVE SECTION FOR DECISIONS TO BE MADE.

A INFORMATION ABOUT CHOICE A	B INFORMATION ABOUT CHOICE B
C INFORMATION ABOUT CHOICE C	D INFORMATION ABOUT CHOICE D



RAISING AWARENESS

- We want our player base to actively engage with the issues at hand by thinking about which technologies to research and implement to tackle specific issues.
- By forcing the player to engage with the A.I it allows for conversation about any issue to be brought up and dealt with.
- By using a score board at the end of a play-through to gauge your progress. This can show you how your play-through effected your final score.

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IMAGE REFERENCES

Slide 4 Image Rory Evans (original content)

Slide 5 stock image from PowerPoint

Slide 6 Image Stacey Rees/Andrew Davis (original content)

Slide 7 stock image from PowerPoint

WRITTEN SCRIPT

- Intro
- Hi, good morning, everyone, my name is Andrew, and I am here today with my fellow team members Rory, Joe, Stacey, Rhys, and Alex, to talk about our chosen challenge: - The Automation of jobs and the future of job opportunities.
- We decided to create a concept for a game based on advanced tech and A. I. and how it will be integrated into society.
- We have named it 'The Great Reset.'
- I was tasked with the role of developing the synopsis
- Linking how our game concept raises awareness of the issue and if it identifies the solutions.
- Synopsis
- Human history has shown that with great power has come great responsibility. How that power has been used is plain to see, the world is on the brink of catastrophe! Now you have the chance to shape the world in your own vision.
- Take charge of your own continent and build an empire to last the ages.
- Using advanced technology do you choose to help the planet and inhabitants to improve life? Gain political favour with big business?
- Being supreme leader has constant issues to resolve, but you have the helping hand of an advanced A.I. How do you go about implementing this technology? Can you convince the public of its uses and benefits?
- Interact with your people via press conferences and public events, meet with industry and media experts, make calculated decisions. Can you micromanage your nation?
- Can you lead your Populus to the next tier of human expansion and explore the stars or will you destroy the last remnants of humankind? The possibilities are endless, but your decisions will have consequences!

Andrew Davis

Written Script Continued

Well, how are we Identifying the Problem?

Environment terraforming, city management and societal interactions are just a few of many scenarios where automated technology can be used, making the player consciously think about the issues that they face and how to tackle them.

To Illustrate the issues, we use the A.I to interact with the player, allowing for any issue to be brought to discussion and a resolution made.

Using a top-down strategy gives us a good platform to display visually the issues at hand and how technology can be used such as examples given like Terra Nil and Civ.

Raising awareness

By putting the player in the position of power we are allowing the player to actively look for solutions to the problems we present, with the A.I assist it will be down to the player to choose what issues are most important to tackle when presented; choosing to tackle less critical issues will earn you less in the end via your scoreboard points.