

GDP_DOC_Carbinet Carnage _Your Game Idea_2212266

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Submission date: 09-Dec-2024 04:53PM (UTC+0000)

Submission ID: 245270380

File name:

41405_Philip_Richmond_GDP_DOC_Carbinet_Carnage__Your_Game_Idea_2212266_634883_1546158881.docx
(36.08M)

Word count: 4822

Character count: 28847

BA/HND Computer Games Design
Game Theory & Design
ACCA5040

Your Game Idea: Game Design
Documentation

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CABINET CARNAGE

LAUGH YOUR WAY TO
THE TOP

Game Story Summary

In Cabinet Carnage, UK is in disarray the nation has reached the peak of chaos. Parliament is in deadlock; democracy is at a standstill and frustration is at an all-time high. To break through the political gridlock leaders agreed to a radical solution to unlock the stalemate: They devise a new approach a public tournament that will determine the next leader based on wit, strength and slapstick strategy. Thus, Carbonate Carnage is born: a nationwide showdown where politicians battle it out across the most iconic locations across the United Kingdom. As the player you control one of the U.K.'s top politicians' journey through the tournament facing rivals, winning over the public and becoming the next Prime Minister of the United Kingdom

Intended Platforms

This game will be produced for the market of X-Box with X-Box Pass. Using X-Box pass will bring the game to a greater market and then use the in-game purchase for DLS [1]

Target Age / Demographic of Players

Cabinet Carnage targets players aged 16-40, blending humour and simple mechanics to appeal to casual gamers, political enthusiasts, and fans of party-style brawlers. It's perfect for groups seeking light-hearted, satirical fun and competitive gameplay across consoles,

"As of June 2024, about 28 percent of video gamers in the United Kingdom were aged between 30 and 39 years, making this age group the biggest video gaming audience in the UK. Gamers aged 20 to 29 years made up an additional 23 percent of the UK gaming population." [2]

Intended Pegi

Pegi 12

Bad Language:

- Characters may use mild to moderate language for comedic or satirical effect, but nothing excessively offensive. Examples might include quips or playful insults during battles.

Violence:

- Cartoon-style violence is present, including slapstick fights and exaggerated special moves. No realistic depictions of harm, blood, or gore.

In Game Purchase:

- Players can buy optional downloadable content (DLC) like new characters, costumes, or stages, ensuring monetization is clear and optional.

Discrimination:

- The game satirizes political ideologies and rivalries but avoids promoting or endorsing hate speech. Jokes are balanced to ensure inclusivity while poking fun at all sides.

Sex:

- No explicit sexual content, but mild innuendos or humorous dialogue referencing relationships might occur, always kept light and family friendly.

This PEGI 12 rating ensures the game balances its humour and action with appropriate safeguards, making it suitable for a wide audience without crossing into overly mature territory. [3]

Similar Games

- Divekick [4]
- Mad streets [5]
- Stick Fight [6]
- Fight of Gods [7]
- South Park: The fractured but whole [8]
- Super Smash Bros. Ultimate [9]

Game Flow

Main Menu:

- Select game mode: Story mode, online multiplayer, offline multiplayer
- Setting: Control Options, Difficulty Options, Visual/Audio options
- Leaderboard
- Achievements

Character selection:

- Choose your politician, each with unique moves, abilities, and humorous quirks.
- Customize your character's outfit and accessories (optional)

Stage section:

- Pick a fighting location from iconic UK landmarks (10 Downing Street, Big Ben) Multiplayer options/ or random selection.

Gameplay:

- Begin rounds with humorous introductions and taunts.
- Use basic and special moves, slapstick attacks, and environmental interactions to defeat opponents.
- Earn "Public Approval" points for comedic attacks.

Progression (Story Mode):

- Advance through levels by defeating opponents with increasing difficulty to become the new Prime Minister.

Victory Screens:

- View humorous post-fight commentary or cutscenes.
- Unlock achievements.

Multiplayer:

- Fight against friends locally or online in quick matches.
- Participate in tournaments with up to 8 players.

Endgame (Story Mode):

- Face the final boss in a climactic showdown.
- Unlock the "Winning Cutscene" based on your chosen character.

Post Game:

- Replay levels to achieve higher scores or unlock secrets.
- Explore additional DLCs with international politicians or bonus arenas.

Characters

Cabinet Carnage launches with an initial roster of 8 playable characters, each representing a mix of iconic political figures with exaggerated traits and fighting styles.

CHARACTER DOSSIER / DETAILS

NAME:	Boris Blunderfield
GENDER:	Male
AGE:	40
Hobby:	Flag waving, High stakes ziplining
Manifesto moves:	Flag furry, Bicycle bash

CHARACTER APPEARANCE



Figure 1 Boris reference picture [10]



Figure 2 AI Image [11]

CHARACTER'S BACKSTORY

Boris Blunderfield wasn't born into chaos—he *created* it. As a child, he famously got his head stuck in a tea kettle during a school play about the British Empire. From there, it was all uphill—or downhill, depending on who you ask. Known for his messy blond hair and even messier plans, Boris grew up with a knack for turning small problems into national headlines.

CHARACTER DOSSIER / DETAILS

NAME:	Nigel Barrage
GENDER:	Male
AGE:	55
Hobby:	Campaigning anywhere, Shouting practice
Manifesto Moves	Pint of power

CHARACTER APPEARANCE



Figure 3 AI Image [11]



Figure 4 Nigal Farage reference [12] [13]

CHARACTER'S BACKSTORY

Nigel Barrage grew up in a quaint riverside town, where he first discovered his love for two things: shouting over everyone else and a good pint. As a young lad, he gained fame (or infamy) at the local pub quiz for delivering fiery speeches every time his team lost, often about how the questions were “unfair” or “foreign nonsense.” This natural talent for stirring up a crowd saw him catapulted into the political scene.

CHARACTER DOSSIER / DETAILS

NAME:	Thersa Sway
GENDER:	Female
AGE:	59
Hobby:	Awkward Dancing, practicing door Exiting
Manifesto Moves:	Maybot March, Heel Stomp

CHARACTER APPEARANCE



Figure 5 AI Image [11]



Figure 6 Theresa May reference picture [14] [15]

CHARACTER'S BACKSTORY

Theresa Sway grew up in a small, orderly village where everything ran like clockwork—until she showed up. Known for her love of structure and her slightly awkward charm, Theresa was always the one who tried to organize games at the local fete, only to accidentally trip over the maypole. Despite her mishaps, she quickly gained a reputation for her determination and ability to power through even the most embarrassing moments with a polite smile.

CHARACTER DOSSIER / DETAILS

NAME:	Sunak Tycoon
GENDER:	Male
AGE:	39
Hobby:	Practicing awkward silences, Shoe shining
Manifesto Moves:	Economic Explosion, Chancellor Charge

CHARACTER APPEARANCE



Figure 7 Rushi Sunak reference [16]



Figure 8 AI Image [11]

CHARACTER'S BACKSTORY

Sunak Tycoon grew up with a knack for numbers and a love of solving problems—whether it was balancing his pocket money or setting up a none profit companies that made him rich with profit margins that rivalled major corporations.

CHARACTER DOSSIER / DETAILS

NAME:	Keir Crusher
GENDER:	Male
AGE:	43
Hobby:	Courtroom Role-Playing, Precision Sandwich Cutting
Manifesto Moves:	Gavel Slam, Case Closed

CHARACTER APPEARANCE



Figure 9 Keir Starmer reference [17]



Figure 10 AI Image [11]

CHARACTER'S BACKSTORY

Keir Crusher became notorious for delivering closing arguments at house parties about who owed what for the takeaway bill. His friends marvelled at his ability to turn a simple curry order into a legally binding document. One night, after drafting a "pint-sharing treaty," he discovered his true passion: using logic to dominate every situation, even if it wasn't necessary.

CHARACTER DOSSIER / DETAILS

NAME:	Rising Rayner
GENDER:	Female
AGE:	44
Hobby:	Council Estate Spotting, Fringing
Manifesto Moves:	Working-Class Wallop, Fringe headbutt

CHARACTER APPEARANCE



Figure 11 Angela Rayner Reference [18]



Figure 12 AI Image [11]

CHARACTER'S BACKSTORY

Rising Rayner became a hairdresser, where she turned every appointment into a town hall meeting. Clients left not only with perfectly styled hair but also newfound opinions on education reform and the housing crisis. Her knack for connecting with people and speaking her mind made her a community favourite—so much so that she was elected as a local councillor after winning a pub quiz with a speech about the importance of council housing.

CHARACTER DOSSIER / DETAILS

NAME:	Cheesy Lizz
GENDER:	Female
AGE:	52
Hobby:	Recording shortest records, Collect Irish tea socks
Manifesto Moves:	Cheese Punch, Short fuse

CHARACTER APPEARANCE



Figure AI Image [11]



Figure 13 Lizz Truss Reference [19]

CHARACTER'S BACKSTORY

Cheese Lizz journey to power began in the bustling fields of Yorkshire, where her early attempts to organize "cheese-sharing agreements" among neighbourhood fell apart when someone brought in imported brie. Determined to uphold local traditions, young Liz declared her first manifesto: "Cheddar for all!" Her passion for trade and local pride was born.

CHARACTER DOSSIER / DETAILS

NAME:	Tony Blairforce
GENDER:	Male
AGE:	62
Hobby:	Middle East Map Collecting,
Manifest Moves:	Mandate slap

CHARACTER APPEARANCE



Figure 14 Tony Blair Reference [20]



Figure 15 AI Image [11]

CHARACTER'S BACKSTORY

His rise to politics came with flair and a knack for public speaking. Tony could make even the dullest policy sound like an exciting revolution. He once gave a ten-minute speech about traffic lights that ended with a standing ovation. But beneath the charm lay a shrewd strategist, always thinking three steps ahead, whether negotiating wars or navigating his way through tricky political debates.

Sequence Of Play

Pre-Match Setup:

- Player Selection: Choose between Campaign, single-player, local multiplayer, or online multiplayer.
- Character Selection: Players select their politician.
- Stage Selection: Randomized or player-chosen iconic UK location.

Match Start:

- Introduction: Brief comedic intro for each character with witty one-liners or gestures.
- Stage Reveal: Showcase the environment.

Round 1:

- Fight begins with:
- Basic attacks: Punch, kick, slapstick props like umbrellas or handbags.
- Manifesto moves: Character-specific abilities with exaggerated attacks.
- Environmental interactions: Players dodge hazards or use objects to gain an advantage.
- Score is tracked via "Public Approval," earned for creative, humorous, or effective attacks.

Between Rounds:

- Round Recap: A satirical newflash updates the fight's status.

Round 2 (or Final Round in Multiplayer):

- Tension increases as hazards intensify.
- Players strategize to land ultimate moves or gain crowd Favor for the win.

Match End:

- Victory Animation: The winner performs a celebratory action (e.g., waving to imaginary cameras or sipping tea smugly).
- Commentary: Hilarious, context-specific post-match analysis by mock political pundits.
- Rewards: Points toward leaderboard ranking and unlocking achievements

Post-Match:

- Players return to the lobby to select their next match or view leaderboards.
- Replay options available for those aiming to master moves or explore levels further.

Unique Selling Points (USPs)

Political Satire Meets Beat 'em-Up Fun:

- Combines sharp political parody with accessible, arcade-style gameplay, creating a unique and humorous experience that appeals to gamers and political enthusiasts alike.

Dynamic Public Approval System:

- Winning isn't just about combat—it's about entertaining the crowd. Players earn points for creativity and humour, encouraging unique playstyles.

Iconic UK Backdrops with Interactive Elements:

- Battle in exaggerated, cartoonish versions of famous UK locations like 10 Downing Street, Big Ben, or a chaotic Parliament session. Stages feature dynamic hazards and props, like rolling tea trolleys or diving pigeons.

Slapstick Combat Mechanics:

- Moves and animations emphasize humour, with Boff! Bonk! Pow! effects enhancing every slapstick move. Special attacks channel caricatured traits of real politicians, offering a playful edge.

Multiplatform Accessibility:

- Designed primarily for consoles but adaptable for PC and mobile, ensuring maximum reach across player demographics.

Cross-Generational Appeal:

- Blends retro arcade nostalgia with modern political humour, engaging older players familiar with beat 'em-ups and younger audiences intrigued by satire.

Game World

The game world of *Cabinet Carnage* comprises of 8 locations showing satirical, exaggerated version of the UK, brimming with iconic landmarks and political humour. It blends recognizable settings with over-the-top embellishments, creating a whimsical and chaotic backdrop for the slapstick battles.

Examples of character fighting



Figure 16 Character fighting

Public Opinion meter and Manifesto move

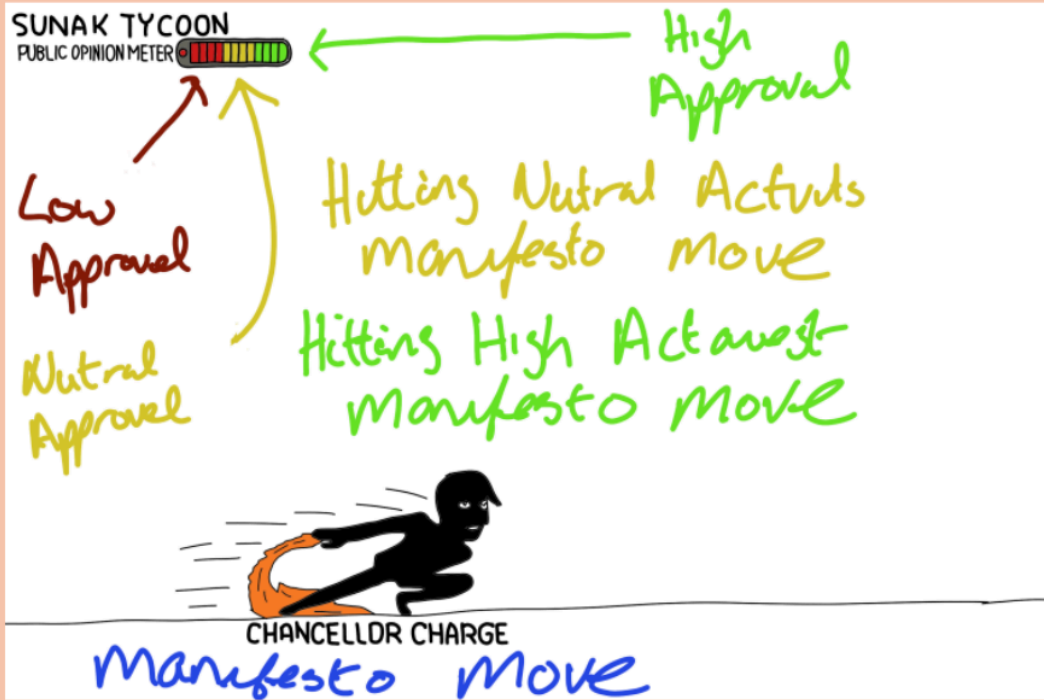


Figure 17 Public opinion and manifesto move

Insult Board (Game Dialogue)



Figure 18 Insult Board

LOCATION DETAILS	
	NAME: No 10 Downing Street
WHAT DOES IT LOOK LIKE?	 <p>Figure 19 AI Image [11]</p>  <p>Figure 20 Downing Street Reference [21]</p>
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	<p>The mood at No. 10 Downing Street is chaotic yet satirical, blending high-stakes drama with playful humour, as the iconic setting is the ultimate goal of power in the game.</p>
HOW ARE THE LOCATIONS CONNECTED IN THE GAME WORLD?	<p>You must fight your way through iconic UK landmarks, each representing a step on the journey, with the final objective of claiming victory at No. 10 Downing Street.</p>

LOCATION DETAILS

NAME:

Houses of Parliament

WHAT DOES IT LOOK LIKE?



Figure 21AI Image [11]



Figure 22 Houses of Parliament reference picture [22]

WHAT MOOD IS BEING
INVOKED IN THIS LOCATION?

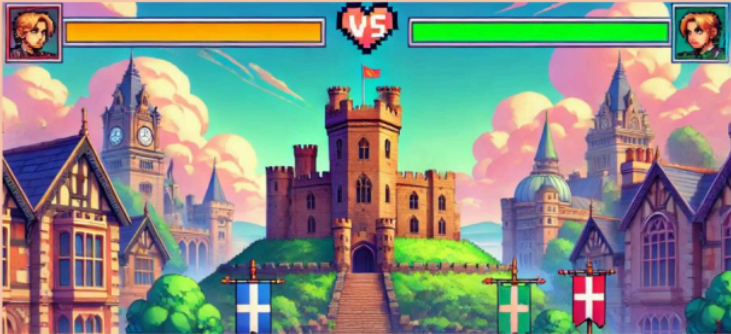

The Houses of Parliament invoke a mood of grandeur and intensity, drawing on its rich history as the heart of British democracy and a battleground for political debate.


LOCATION DETAILS**NAME:**

Stone Henge

WHAT DOES IT LOOK LIKE?*Figure 23 AI Image [11]**Figure 24 Stone Henge reference picture [23]***WHAT MOOD IS BEING INVOKED IN THIS LOCATION?**

Stonehenge invokes a mood of ancient mystery and ritualistic power. The iconic stone circle feels steeped in history, creating an atmosphere of awe and significance. At the same time, the playful satirical tone of the game adds a layer of humour to the otherwise mystical setting.

LOCATION DETAILS	
NAME:	Cardiff Castle
WHAT DOES IT LOOK LIKE?	 <p>Figure 25 AI Image [11]</p>  <p>Figure 26 Cardiff Castle Reference picture [24]</p>
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	<p>Cardiff Castle invokes a mood of historic pride and regional strength. As a centrepiece of Wales' capital, it symbolizes resilience and cultural heritage. The setting reflects both its medieval grandeur and the playful satirical tone of the game, making it a fitting stage for a high-energy battle.</p>

LOCATION DETAILS	
NAME:	Edinburgh Castle
WHAT DOES IT LOOK LIKE?	 <p>Figure 27 AI Image [11]</p>  <p>Figure 28 Edinburgh Castle reference picture [26]</p>
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	<p>Edinburgh Castle invokes a mood of strength, historical grandeur, and cultural pride. Overlooking Scotland's capital, it stands as a symbol of resilience and centuries of Scottish heritage, while subtly reflecting the ongoing debates about Scottish independence. The setting blends its imposing atmosphere with a playful, satirical twist, making it a striking and thought-provoking backdrop for battle.</p>

LOCATION DETAILS	
NAME:	The Giant Causeway
WHAT DOES IT LOOK LIKE?	 <p>Figure 29 AI Image [11]</p>  <p>Figure 30 Giant Causeway reference picture [27]</p>
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	<p>The Giant's Causeway invokes a mood of natural wonder and mythical intrigue. This iconic landmark, steeped in Irish legend, creates a dramatic and awe-inspiring setting with its hexagonal basalt columns and rugged coastal backdrop. Its connection to folklore and ancient tales blends seamlessly with the game's playful tone, making it a visually striking and slightly magical stage for battle.</p>

LOCATION DETAILS	
NAME:	Angel of the North
WHAT DOES IT LOOK LIKE?	 <p>Figure 31 AI Image [11]</p>  <p>Figure 32 Angel of the North reference picture [28]</p>
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	<p>The Angel of the North invokes a mood of industrial strength, cultural pride, and transformation. Towering over the northern landscape, this iconic sculpture symbolizes resilience and creativity, reflecting the region's rich heritage. Its construction marked a significant cultural shift, revitalizing the area and becoming a symbol of renewal and identity.</p>

LOCATION DETAILS

NAME:

Roman Baths

WHAT DOES IT LOOK LIKE?

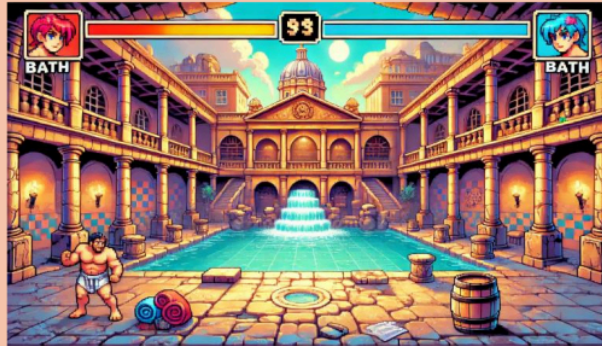


Figure 33 AI Image [11]



Figure 34 Roaman Bath Reference picture [29]

WHAT MOOD IS BEING
INVOKED IN THIS LOCATION?

The Roman Baths invoke a mood of historical elegance and timeless luxury. The iconic steaming pools and grand stone architecture create a imposing atmosphere, reflecting centuries of tradition and refinement. This setting, rich in ancient history, blends its sense of sophistication with making it a unique and visually captivating stage for battle.

How Are the Locations
Connected in The
Game World?

The game world of Cabinet Carnage is connected through a journey across eight iconic UK locations, each representing a step on the path to power. Players must fight their way through these diverse and exaggerated stages, from the mystical Stonehenge to the industrial strength of the Angel of the North, battling rivals in a satirical tournament. Each victory brings them closer to the goal: claiming victory at No. 10 Downing Street and becoming Prime Minister. The locations are linked narratively, forming a symbolic campaign trail that reflects the humour and chaos of the political climb to power.

How Does the Player Navigate the Shell Menus/ Screens of the Game?

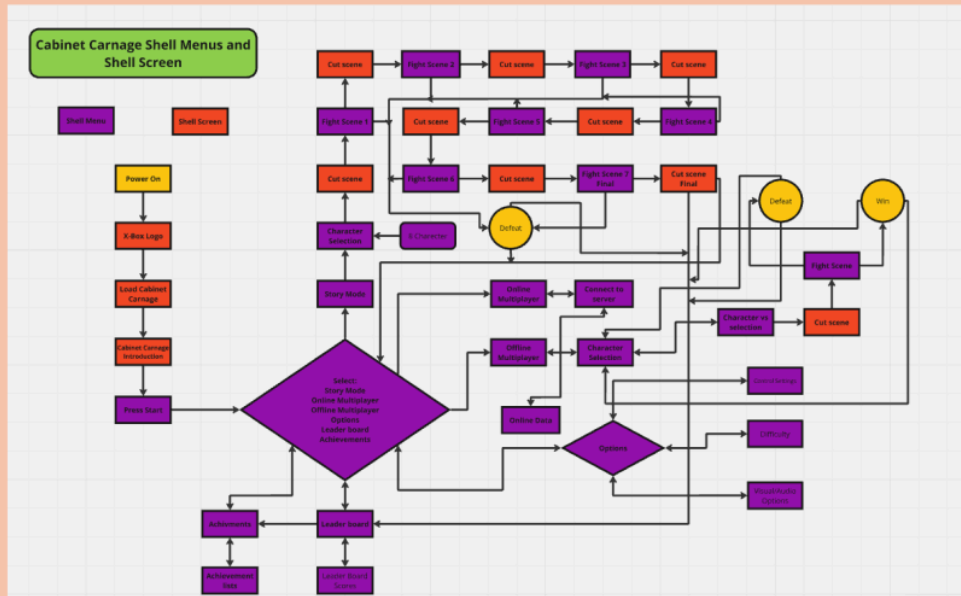


Figure 35 Shell Menus

Control system

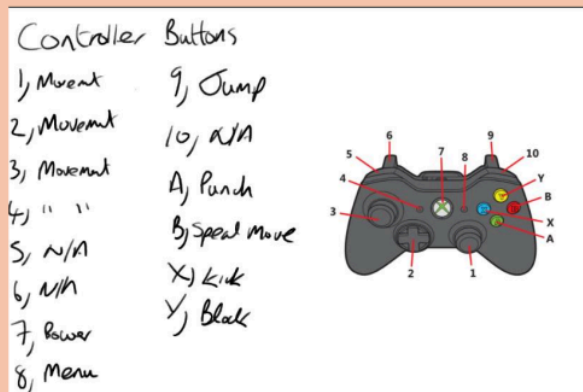


Figure 36 Control system [1]

Game Experience

Game Experience: *Cabinet Carnage*

The game experience of *Cabinet Carnage* is designed to blend humour, action, and satire into a fast-paced, accessible, and highly entertaining package. Here's a breakdown of what players can expect:

Pick-up-and-Play Mechanics:

- Simple controls and approachable gameplay allow casual players to jump in quickly while offering depth for competitive gamers.

Vibrant Visuals:

- The colourful, cartoonish pixel art style and dynamic animations create a nostalgic, yet fresh arcade feel.

Iconic Stages:

- Player's fight in exaggerated versions of famous UK landmarks like 10 Downing Street, Stonehenge, and Edinburgh Castle, each with interactive elements and playful nods to history.

Diverse Roster:

- Each character is a humorous caricature with exaggerated abilities tied to their political persona, offering varied playstyles.

Manifesto Moves:

- Over-the-top special abilities with dramatic animations make each fight exciting and memorable.

Political Parody:

- The game pokes fun at real-world political figures and scenarios in a light-hearted, slapstick manner, making every fight a comedic spectacle.

Story Mode:

- A satirical campaign where players fight to climb the political ladder, facing unique challenges and character-driven interactions.

Arcade Mode:

- Classic beat-'em-up gameplay with no frills—perfect for quick matches.

Comedic Sound Effects:

- Exaggerated “BOFF!” and “WHACK!” effects create a cartoonish fighting experience.

British-Inspired Chiptune Soundtrack:

- Energetic tracks based on iconic British music and themes heighten the sense of humour and intensity.

How Is This Feeling Going to Be Presented to The Player?

Cabinet Carnage is designed to make players feel a mix of excitement, and satisfaction. From the first fight, players are hit with a sense of chaotic fun, driven by exaggerated attacks and satirical humour that pokes light-hearted fun at politics. The slapstick combat keeps the mood light, ensuring that even intense battles feel playful and accessible. Players will feel the thrill of pulling off over-the-top special moves, like a Pint of power or Bicycle Dash, while laughing at the absurdity of their surroundings, whether it is I Stonehenge or at 10 Downing Street.

The responsive controls and dynamic pace of the fights give a sense of empowerment, making every punch and kick feel impactful. Even in multiplayer, the mix of humour and competition means that wins are satisfying, but losses still bring a smile. The colourful visuals, energetic soundtrack, and quirky dialogue create an overall feeling of joyful chaos, making the player eager to jump back in for more.

What Does the Player First See When They Start the Game?

As the player boots up Cabinet Carnage, the screen fades into a dramatic, animated introduction. The camera pans across a fictional UK, its iconic landmarks slightly exaggerated in a humorous, satirical style. Big Ben chimes ominously as storm clouds swirl over Parliament, setting the tone for chaos and comedy.

Introduction Cutscene:

- The camera zooms into the heart of the political arena: an exaggerated version of 10 Downing Street. A booming narrator's voice declares:
- "The United Kingdom has reached the brink of chaos. With no clear leadership, and democracy, hanging by a thread, there's only one solution: a brawl for it all. Welcome to the Cabinet Carnage Tournament! Where wit, strength, and sheer absurdity will decide the nation's future."
- Suddenly, the camera cuts to the eight central characters, standing in pairs across various iconic UK locations. Each character has their own showcased with a brief, over-the-top animation:

What Emotions are Meant to be Invoked by the Game?

Cabinet Carnage is designed to evoke a mix of laughter, excitement, and empowerment. Its satirical humour and slapstick combat keep players amused, with exaggerated characters, ridiculous special moves, and witty one-liners adding to the hilarity. The fast-paced, arcade-style gameplay delivers a rush of adrenaline, especially during close battles, while surprising interactions and over-the-top stage elements provide moments of curiosity and delight. Nostalgia is woven into the retro-inspired visuals and mechanics, attracting fans of classic beat-'em-ups. At the same time, the game's light-hearted approach to political satire offers a compelling and captivating escape. Whether mastering combos, outwitting rivals in multiplayer, or simply laughing at the absurd scenarios, players will feel empowered, entertained, and eager to jump back in for more.

How Music and Sound Going to Be Used?

Sound and music are integral to creating the satirical yet action-packed tone of Cabinet Carnage. Here is how they will be implemented.

Music

Dynamic Soundtracks:

- **Theme Music:** A blend of traditional British anthems (like *Rule, Britannia!* or *Land of Hope and Glory*) reimagined as energetic, modern beats with chiptune elements.

Stage Themes: Each iconic location has a unique musical score, reflecting the humour and chaos of the setting.

- *10 Downing Street:* A dramatic, orchestral remix with quirky undertones, symbolizing political theatre.

Combat Music:

- Each fight features fast-paced, looping tracks that adapt to the pace of the battle.

Climactic Moments: As health bars drop or time runs out, the music intensifies with additional layers and faster tempos.

Ultimate Moves: Triggering a character's manifesto ability, prompts a brief, custom musical cue (e.g. dramatic strings for Keir Crusher "Gavel Slam").

Character Themes: Each character has a humorous and distinctive leitmotif that plays during intros and victory screens, reflecting their personality:

- Boris Blunderfield: A chaotic, patriotic medley with heavy brass.
- Rising Rayner: A fiery, fast-paced anthem with northern folk vibes.
- Nigel Barrage: A jaunty pub tune, punctuated by triumphant trumpets.

Sound Effects

Combat Sounds:

- **Exaggerated Impacts:** Punches, kicks, and special moves are accompanied by comical yet satisfying sound effects (e.g., cartoonish "whacks," "boffs," and "thuds").

Environmental Sounds: Each stage features ambient noises:

- Big Ben chiming in *10 Downing Street*.

Dynamic Audio: Sound effects react to gameplay:

- Missed attacks trigger comical whooshes or crowd laughter.
- Successful combos result in energetic cheers or applause.

Character Dialogue:

Fighters have unique quips during attacks, counters, and taunts:

- Boris Blunderfield: "For Britain!" or "Oops, did I do that?"
- Rising Rayner: "That's what I call a handbag swing!"
- Nigel Barrage: "Cheers to that!" accompanied by a clinking pint.

Victory lines are delivered with over-the-top confidence and humour.

Crowd Reactions:

- Background audiences cheer, gasp, or boo dynamically based on the fight's intensity, adding a layer of immersion.

Audio Accessibility:

Subtitles and Visual Indicators:

- All spoken lines and key sound effects (e.g., "BOFF!" or "POW!") are subtitled and visually represented for accessibility.

Sound Levels:

- Adjustable sliders allow players to balance music, sound effects, and voiceovers.

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FINAL GRADE

GENERAL COMMENTS

74/100

Marks Breakdown

1. Engagement With Literature Skills (70%)

A bibliography with a wide range of sources is presented in the submission that adheres to IEEE format. Good work.

2. Knowledge & Understanding Skills (71%)

A good amount of information is present in the Demographic section, including statistics showing age groups of players in the UK. PEGI ratings are broken down and addressed as well, rather than just being included with no context – good work.

The USPs and character abilities are thematically linked to the core concept. The Characters themselves could be considered your USP to be honest – it's an interesting take on the fighting game genre.

Consideration is given for the player's emotional responses to the game and what they will see when starting the experience. These considerations show that you are considering the player experience and not just the aesthetic design of the project.

3. Cognitive & Intellectual Skills

(Not assessed in this assignment)

4. Practical Application Skills (78%)

Consider using more visual elements when describing the game flow and sequence of play sections – use of diagrams may be a consideration here.

Flow charts are used in the GDD showing how the player will navigate the shell menus and/or the gameplay content itself which is good to see.

The character section is creative and entertaining – genuinely enjoyable to read and enhanced with the use of AI imagery as prototype character designs. Excellent work.

Visualisations of gameplay mechanics such as the Manifesto Move and public opinion meter are helpful to imagine the concept you are proposing.

In-game environments are illustrated with clear and engaging mock-ups that are all contextual and add appeal to the British theme of the game.

5. Transferrable Skills for Life and Professional Practice

(Not assessed in this assignment)

Overall Mark: 73.9%

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