

The Human Civilizational Project

Game Design Outline

High Concept



Why?

- ✦ *4x Civilization building games draw people into the study of human history and society and provide an opportunity for teaching high level concepts in social theory, comparative historical sociology, and global/grand strategy*
- ✦ *But existing variants*
 - ✦ *Are not well informed regarding sociological theories regarding how societies develop and indeed tend to assume the designers' own "lay" theory without acknowledging that the way history works is a disputed question among scholars,*
 - ✦ *Often contain or encourage significant historical inaccuracies or factual misconceptions among their highly intelligent but not always well educated players.*

What?

- ✦ *The Human Civilizational proposes to solve this problem by creating a variant of this genre that is:*
- ✦ *Structured for teaching the basic concepts in social theory across competing perspectives or traditions,*
- ✦ *Maintaining historic accuracy so as not to spread misinformation while still allowing for hypothetical/alternative pathways.*

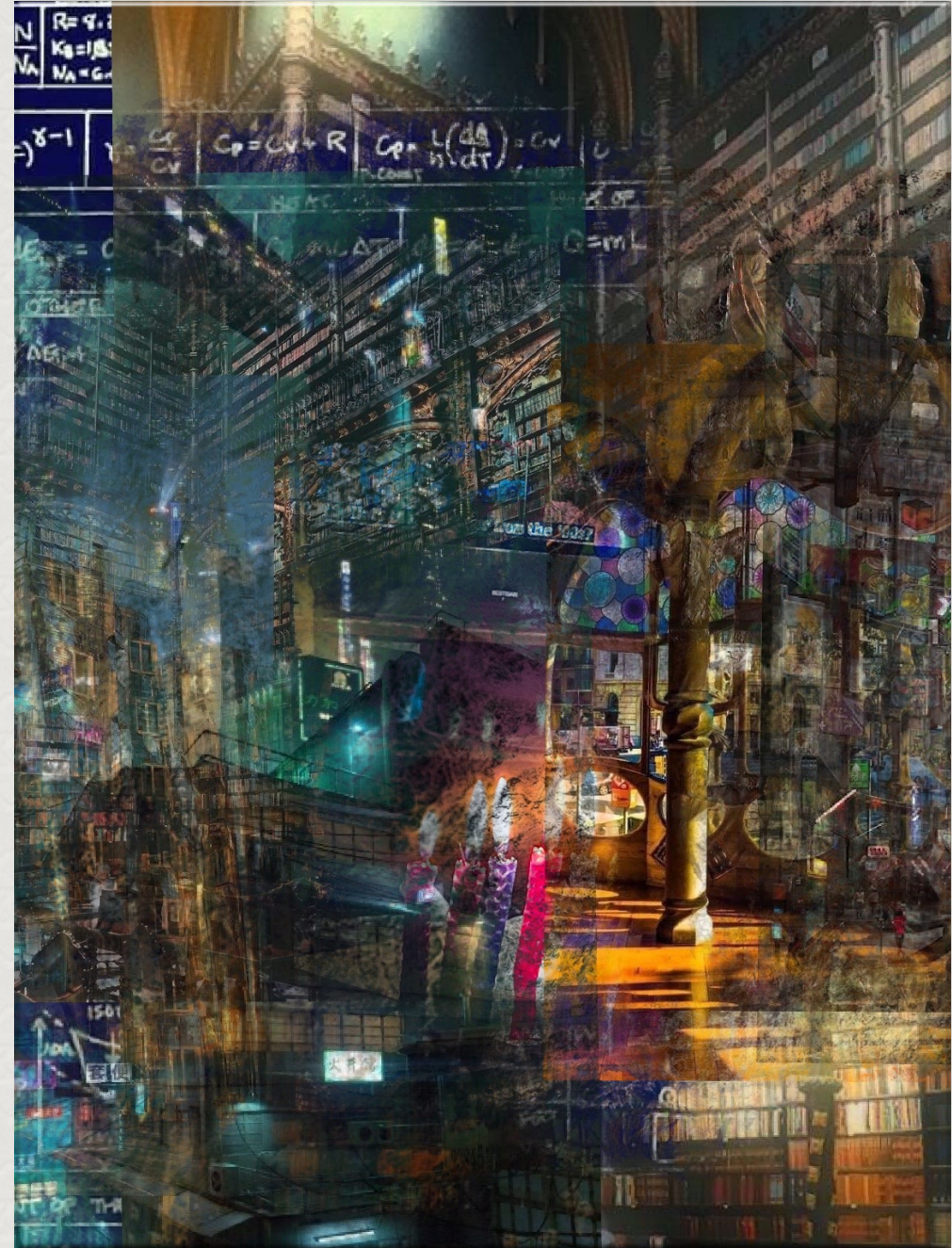
How?

- ✿ *All 4x games operate on the assumption that certain actions have consequences. For example, opting for a democratic government may increase creativity but also resistance to going to war, requiring different strategies and resulting in different possible final outcomes.*
- ✿ *The Human Civilizational Project mobilizes this fact but rather than having one set of rules governing the relationship between various decisions and their effects, allow multiple rule sets which describe the way the world works according to different traditions in social theory, i.e. evolutionary theory, classical or neoclassical economics, historical materialism, interpretive sociology, functionalism, etc.*

For Whom?

- ✦ *Social theorists and other social scientists who will be able to run simulations of “possible worlds” which work in accord with different social theories in order to test them, and who will be able to create “mods” modeling new theories.*
- ✦ *Teachers at the secondary and college level looking to use games to engage students around what turns out to be a difficult concept.*
- ✦ *Serious 4x gamers looking for greater realism and greater respect for the disputed character of the question of how history works, as well as the complexity of an entirely new dimension of game play.*

Game Elements



Ecosystems

- ✿ *Terrains, Resources, Climates, Biomes*
- ✿ *Different traditions assign different weights to the role of the ecosystem in shaping development and have different perspectives on how that influence is exercised, resulting in different weights and impacts in different rule sets.*

Technologies

- ✿ *This will be a standard technology tree modified to ensure that the dependence of various technologies on ecosystems, other technologies, economies, political structures, and cultural factors is historically realistic and in accord with the claims of the social theory governing the particular rule set in use at a particular time.*
- ✿ *Changing theory based rule sets therefore changes the technology tree.*
- ✿ *Since some theoretical traditions value technology as a factor in civilizational progress more than others, the weight of technology and the possibility of a “science and technology victory” will also vary from rule set to rule set.*

Economies

- ✦ *Different economic systems, e.g. capitalism, are defined differently by different theoretical traditions, which also have different models of how they operate and affect development.*
- ✦ *This will be reflected in the rule set, so that the economic system tree, like the technology tree, will differ from one theory based rule set to another.*

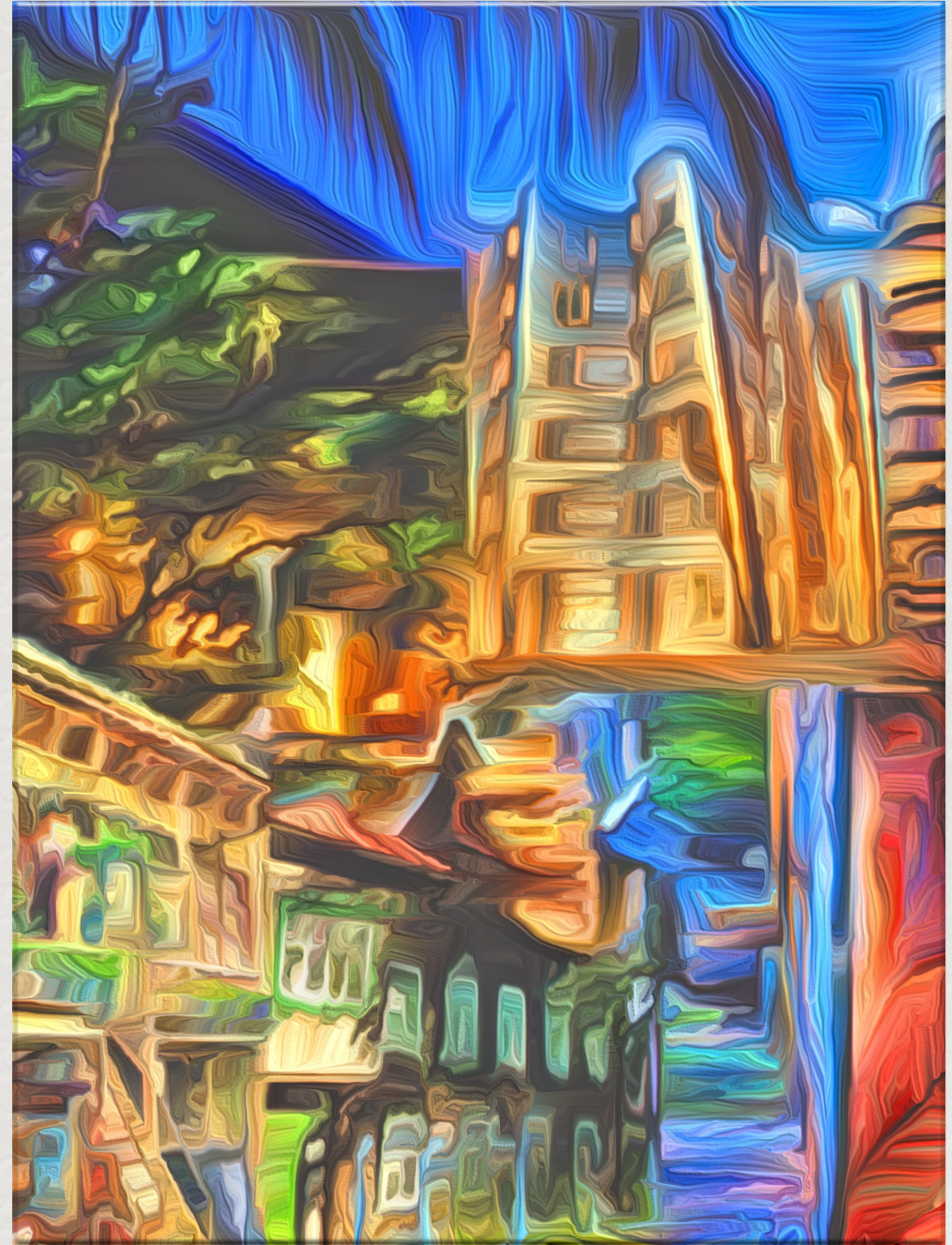
Political System

- ✿ *Different political systems, e.g. democracy, are defined differently by different theoretical traditions, which also have different models of how they operate and affect development.*
- ✿ *This will be reflected in the rule set, so that the political system tree, like the technology tree, will differ from one theory based rule set to another.*

Cultural System

- ✿ *Different economic systems, e.g. language, art, religion, science, and ideology generally as well as specific instances of these, are defined differently by different theoretical traditions, which also have different models of how they operate and affect development.*
- ✿ *This will be reflected in the rule set, so that the cultural system tree, like the technology tree, will differ from one theory based rule set to another.*

Gameplay/ Mechanics



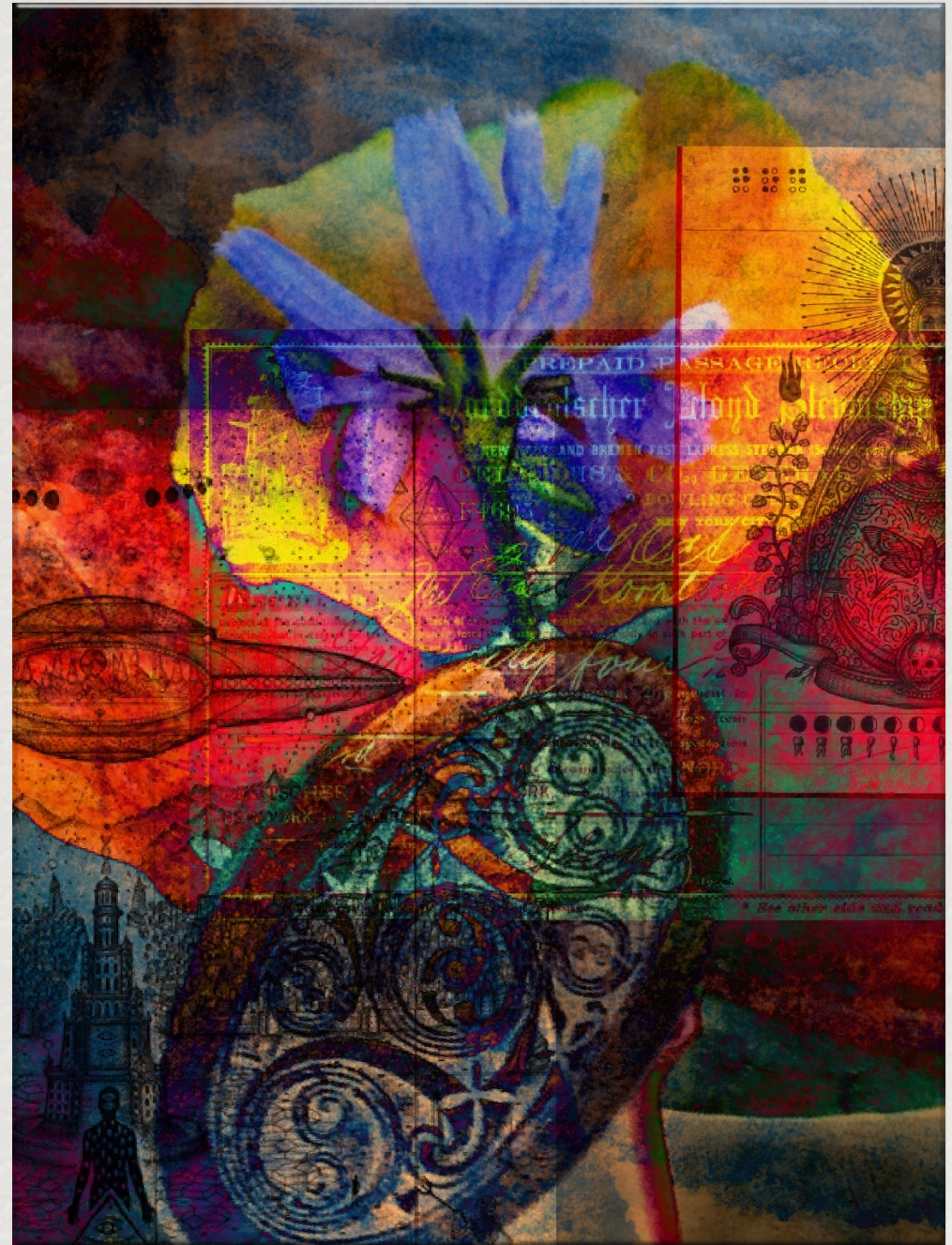
Basic Gameplay

- ✦ *The basic gameplay will be similar to that in other 4x games, with the player either choosing or being randomly assigned a civilization and an ecosystem.*
- ✦ *The key difference will be that they will also choose a particular theory based rule set or, if the technology will support it, run all simultaneously, resulting in different outcomes. It would be possible to win under one set of rules and lose under another.*

Scoring Mechanisms/Victory Conditions

- ✦ *Points for*
 - ✦ *population*
 - ✦ *each innovation achieved, including land explored, technologies, economic systems, political systems, and cultural developments.*
 - ✦ *Wealth accumulated*
 - ✦ *Military power and victories*
- ✦ *Different theory based rule sets will assign points and calculate victory differently.*

Technology/Business Model/Development



Three Versions/Stages

- ✿ *Tabletop/Board Game Version*
- ✿ *Basic/Test Version similar to free to play/fremium online 4x games like Forge of Empires*
- ✿ *Full Version more on the scale of Civilization*

Table Top/Board Game

- ✦ *Modeled on existing Civilization Board Games*
- ✦ *Multiple Rule sets modeled through scoring parameters*

Basic Version

- ✿ *Simplified list of elements (including fewer versions of theory based rule sets)*
- ✿ *Simplified mechanics*
- ✿ *Available for PC/Mac/Mobile but targeted to mobile*
- ✿ *Possible free to play/ad supported business model; otherwise low cost app sold through Apple and Android*

Full Version

- ✦ *Highest quality original art in historic styles or extrapolating magic realist/fantasy styles*
- ✦ *Licensed historical/world music and new compositions*
- ✦ *Available for PC/Mac/Mobile, but targeted to PC/Mac*

Team: What We Have

- ✦ *Anthony Mansueto, who is responsible for the concept, has the ability to specify the the basic elements and design the theory based rule sets. He will also engage investors, team members, and partners.*

Team: What We Need

- ✦ *Game Design Lead and Level Designers who build out the elements and game play.*
- ✦ *Creative Lead and Team to develop Art and Music*
- ✦ *Business Lead and Team, including at least one person with experience pricing out the various assets we need to build the game and pitching to investors and securing funding.*

Terms

- ✿ *This is a large, complex project. It will take a lot of people, with a lot of knowledge and a lot of money.*
- ✿ *Participation is speculative. While we may eventually be able to offer salaried positions, right now participation will be in return for promised equity.*

Funding

- ✦ *Year One: Board Game Development and Full Design Document for Basic and Full Online Versions \$100,000*
- ✦ *Year Two: Board Game production marketing, and Basic version Development: \$1.37 million to support development, which includes support for a staff of 6.25 FTE working remotely most of the time, as well as equipment, software, operating costs, and early stage promotion as well as a 25% contingency fund.*
- ✦ *Year Three and Beyond: Full Version Development, Publishing and Marketing: ~\$10 million annually.*