# MOGUL

A TV News Show Simulation Game

Overview

- A simple prototype of a simulation game, in the vein of Prison Architect or Theme Hospital, concerning a weekly news show
- The player must balance concerns of audience share, finance, and advertiser relations to avoid going under.
- (The ultimate scope of the project is much more ambitious than the requirements of the prototype shown here today.)

Methodology

- The prototype is written in Java + Swing/AWT.
- Development team: one person, working on an original engine for an original design.
- (This was perhaps a suboptimal development choice.)
- Major problems arose from doing the entire thing from the ground up; it was too complex to justify not working in a team.
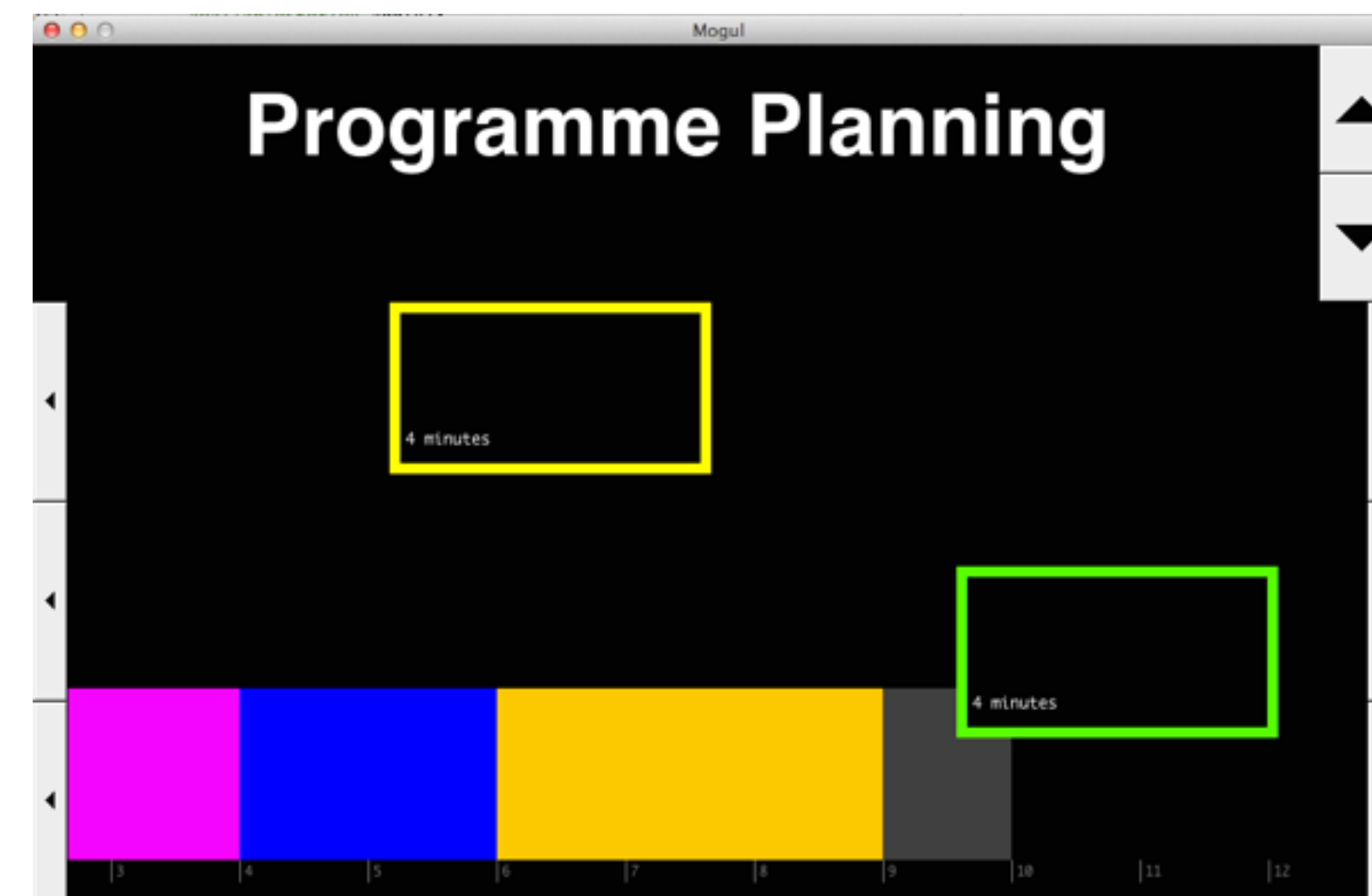
Features

(in the prototype)

- Employee management (hiring and firing)
- Basic finance interaction – accept ad contracts
- Journalists research stories
- Arrangement and submission of each week's show

Design

- The design of the game – many views on a single simulated game state – lent itself very well to MVC and the design doc was written with implementation notes keeping this in mind
- Most of the game is built on the Observer pattern; towards the end, Singleton (for the game state) and Factory (for stories and staff) were bolted on to address parts of the design for which I didn't have a planned implementation
- Notably, the graphics code did not have implementation details due to my unfamiliarity with the field (which is part of why it ended up as it did)

Future Development

- Advertisers react to stories about them and may pull support if cast in a negative light
- Staff have satisfaction meters, based on 1) how much their work is utilized and 2) their perception of the player's managerial integrity (Journalists want truth, Lawyers want stories that maintain advertiser relations)
- Staff "level up" over time and get better at their jobs but become more expensive
- Specific levels with restrictions on e.g. number of staff, available contracts, etc.
- Tuning; the intent is to make the difficulty of managing the conflicts of privatized, ad-driven news apparent through difficulty in the game

Results

- Having a near-complete plan for the implementation written from the start was very helpful
- Not being familiar with graphical coding was not; this was the first time I had to write complex custom view code from scratch, along with matching input handlers
- As the design wasn't based on an existing ruleset I occasionally had issues researching how to do specific things
- No time or effort spent refactoring at all; it was enough of a hassle getting the thing to run at all