

Groups Specification / Function list

Each player (group) will be granted a certain amount of e-money and special functions:
(incomplete....more to come)

	Capitalist	Urban Reformer	Activist	Underground	Secret police	Media-maker	Citizen
e-money (scale)	10000	10000	1	1	1	500	0
Buy / Sell land (building)	Y	Y	Y	Y	Y		
Move / Swap Building	Y	Y	Y	Y	Y		
Start Rumors	Y	Y	Y	Y	Y	Y	Y
Demonstration	Initiate/ join	Initiate/ join	Initiate / join	Initiate / join	Initiate / join	Initiate / join	Join
Graffiti	Y	Y	Y	Y	Y	Y	
Set up Bomb			Y	Y			
Dismantle Bomb			Y	Y	Y		
Kidnap			Y	Y			
Publish news (txt + pics)						Y	
Chat	Y	Y	Y	Y	Y	Y	Y

There are more things player can do (which are not listed here) e.g. they could trade land / hire people to do things for them....etc.

The Stock Market (any better name?)

1) Stability

- Number of people who has joined the demonstration
- Events of Bombing / Firing / Kidnapping...
- How long have the rumors lasted / How far have the rumors been spread

2) Tidiness

- Graffiti (virtual and physical)
- Amount of rubbish seen on the ground (physical)

3) Irrelevant Factors

- Traffic – number of bus vs number of Benz
- Voted by the citizen
- Number of people reading (books) on the MTR

Up	Down
Number of bus seen (update every 5 mins)	Number of Benz + BMW seen
Number of people entering Giordano???	Number of people entering LaneCrawford
Number of Philipian seen	Number of Westerner (white?) seen
Underground member being caught	Virtual Demonstration
Positive rumors	Negative rumors
Graffiti being cleaned up	Graffiti
	Kidnapping
	Bombing
	Fire

The Game

Players

10-20 people will be involved in each session of the game whom will be assigned a group at the beginning of the game (...maybe they can choose their own group) Or alternatively, we can strategically invite target people to join specific groups e.g. inviting Lingnan Univ's cultural studies' student to be the Capitalist.

Some group may require both online and street player to play as a team whereas some may only need street player(s).

Audience / Visitors

Audience and visitors are free to join (as a Citizen). However, they are required to look for a hidden gateway in order to gain access to the city (website). They may need to contact certain people, perform certain tasks...etc.

People who are equipped with PDA could alternatively join the game (as a Citizen only) on the street, provided they have downloaded a required program etc....

The Interface

Map

Showing street player's location (live)
Current status of the city (e.g. the landscape)

Communication Channel (Chat)

Private messaging among team members
Private messaging among non-team members
Public messaging
There may be more "secret" communication channel developed by a certain group (e.g. a secret telephone number etc)
Bulletin System
Stock market info
News (published by the Media-maker group)
Group information (info exclusively for that particular group)
Public announcement (from the "Big Brother")

Central 2.0 Group Specification (draft)

31 July 2005

Groups	Suggested objectives	Descriptions	main competitor	Suggested Functions (Virtual / Real world actions)		Player components
Capitalist	<ul style="list-style-type: none"> - Earn money - Defending the economic system (stock market) 	<ul style="list-style-type: none"> - Worshiper of Capitalism - The largest group of people who are holding most resources (money, land etc) - Use different means to boost up the stock market – to create / maintain an environment favorable to money-making - Earn money by trading land / properties 	Urban Reformer / Activist	<ul style="list-style-type: none"> - Buy land - Sell land - Build - Destroy - Swap building - Rename building - Trading 	<ul style="list-style-type: none"> - Street runner has to run to the locations in order to perform actions (e.g buy / sell) 	2 online player 2 street runner
Urban Reformer	<ul style="list-style-type: none"> - Earn money - Re/build Central 	<ul style="list-style-type: none"> - A group of people who has different vision to the main-stream people / capitalist - They may be people coming from special interest groups (e.g. people who are interested in cultural development) - The outcome could be an 'alternative' city landscape 	Capitalist	<ul style="list-style-type: none"> - Buy land - Sell land - Build - Destroy - Swap building - Rename building -Trading 	<ul style="list-style-type: none"> - Street runner has to run to the locations in order to perform actions (e.g buy / sell) 	2 online player 2 street runner
Activist	<ul style="list-style-type: none"> - To protest against capitalism - Bring down the stock market 	<ul style="list-style-type: none"> - A group of people dissatisfied with the capitalist - Try to alter the stock market by raising different socio-political issues - They may choose comparatively less violent strategies - They may choose to work with the Urban Reformer in order to get more resources 	Secret Police	<ul style="list-style-type: none"> - Demonstration - Graffiti - Start rumors 	<ul style="list-style-type: none"> - Stop the Capitalist's action by chasing / interrupting the capitalist's runner on the street 	2 street runners
Underground	-	<ul style="list-style-type: none"> - These are activists dissatisfied with several features of the state. - These may include: the lack of democracy and accountability, the power of the property capitalists, etc. - They must through collective discussion figure out just what they believe to be wrong, and what to do about it. They may choose more or less violent strategies, etc. - They must determine strategies of intervention within the space of Central. [????] - We recommend that strategies might include the disruption of everyday spaces by introducing unfamiliar activities (eg., bargaining in Park'n'Shop). But the strategies and goals are determined by the members. - They may develop secret meeting places, secret gestures and ways of contacting one another (maybe in the internet). We may wish to stipulate that they must find secret meeting places in Central. - It is possible for members of the underground to break away from the group and form a different group. - They may announce to the other members their decision to break, or they may do so secretly and remain in the group while pursuing the interests of another group. - The underground members might wish to try to find out the secret police phone number. - Some underground members might wish to engage in public political activities that are no longer underground. - One objective is for the police to transform underground members into informers who will give them information about the underground activities. Some of these informers may, however, have been planted on purpose by the underground to feed false or misleading information to the police. 	Secret Police / Capitalist	<ul style="list-style-type: none"> - Place bomb - Set fire - Kidnap citizen - Start rumors 	<ul style="list-style-type: none"> - Physical intervention of space (documentation needed) 	2 street runners

Secret Police / Police Board	<ul style="list-style-type: none"> - To tackle the underground - Maintain order 	<p><u>Police</u></p> <ul style="list-style-type: none"> - Each policeman must give her/his mobile phone number. The central department will call them with instructions and updates. - The police must have a special line of communication: a phone number known only to the police themselves, and a pass word to a secret web site. - The number and web site are used to find out information. - There is a system of hierarchical roles: some people are under other people. This must be carefully devised. - The police must be able to use tracking devices to figure out the position of members of the underground. - One possible suggestion: Some members of the police may, at any time, decide to form paramilitary organizations to take the law into their own hands???? <p><u>Police Control Board</u></p> <ul style="list-style-type: none"> - These people determine the objectives, and sometimes also the tactics, of the members of the secret police. - There is a strict hierarchy: one person is in charge, etc. We might name the system of posts in advance, through the design of the game. - The members of the control board must decide together. But it is possible for some members of the police control to conspire against other members. 	Activist / Underground	<ul style="list-style-type: none"> - Dismantle bomb - put off fire - catch the terrorists ... 	<ul style="list-style-type: none"> - Online player as the mastermind - Street runners has to get information from the HQ and perform actions 	<ul style="list-style-type: none"> 1 online player 2 street runners
Media-maker	<ul style="list-style-type: none"> - To report the events - spread the news / rumors 	<ul style="list-style-type: none"> - The media people are charged with documenting the activities of the various participants in the game. - They are experts in video, sound, and perhaps animation and web design. - They can be hired by the police, business sector, or underground. - It may be possible for people in one group to approach media-makers documenting another group in order to get information about the other group. The police might, for instance, approach the video-makers working for the underground (or vice versa). - Media workers may choose to act as "secret agents" for one group or another, collecting information for them, or perhaps trying to execute other objectives. 		<ul style="list-style-type: none"> - Taking pictures / - spread the rumors - report the news 	<ul style="list-style-type: none"> - Use mobile phone / notebook to upload pictures / video 	(?) Street runners
Citizen		<ul style="list-style-type: none"> - inhabitant of the City - Visitors have to find the secret key to gain access to the city. - They can log on / off freely during the game - They can join certain events organized by certain groups - They can just navigate the city freely (Text, Infos will be posted all around the map which could let them 		<ul style="list-style-type: none"> - Join demonstration - Chat with each other - gossip 	<ul style="list-style-type: none"> - Users can join / leave freely 	<ul style="list-style-type: none"> - Online players only - People equipped with the a specific device could download the program and join as a street "audience"

Notes

The initial definition of people as "police" or as "business" or as "underground" will be altered or complicated in the course of the game. Different players will choose actions that correspond to different roles. For instance, members of the underground may decide also to play the part of investors.

Individual players may choose to belong to more than one group. This will of course cause considerable problems: can someone belong to the police and the underground? What does this mean exactly?

The categorization will become more and more complicated, too, as groups divide and subdivide, forming new alliances. A police paramilitary group is a sort of underground organization. The property capitalists may choose to finance the police, but also underground groups. And so on.

1. Justin Says:

August 3rd, 2005 at 2:10 pm

So far we had some discussions regarding a kind of quantification system for the players. It would be essential to have some measurements to check how the players perform during the game. And more importantly, it is also an indicator to see how the identity of each group has been changed. e.g. the Underground may turns out become "more-Capitalist"... To make things clearer, here's the graph to illustrate how different elements are linked up:

