**Alex Thompson**

University of Advancing Technology - Tempe, AZ

**Good Show, and Good Luck**

Simulation / Social / Creation / Competition / Asynchronous

In this game a player is tasked with making his or her own television show and competing against one another for dominance of the airwaves.

Online 'servers' are represented as different years between the 1970's up to the 2000's. On each server is a list of 100 or more player-created television shows that anyone can watch, rate, and critique. The player's climb to the top will affect the broadcast channel he or she joined and the television personalities the player can choose from, as well as his or her budget for future projects.

When a player first enters the world of Good Show, he or she must act as a sole-creator and producer under one of the major broadcasting channels during that time. Depending on the one chosen, he or she is given a certain amount to his or her budget and can select from a number of people that were a part of television in that time period to be part of the show.

Players choose the genre/type of show and select the number of set pieces. From there, players are then given a finite number of actions for which to build their show around: dialogue, events, items, etc. While a player is unable to write the dialogue his or herself, he or she can craft the dialogue by a number of factors including: number of participants, mood/tone, relationships involved, and pre-existing topics. These actions as well as the amount of involvement for each television personality will chip away at the player’s budget.

Once the broadcast is over, a copy appears under the player’s broadcasting channel. From there other players can watch, rate, and critique. Critiques act similar to annotations and can be turned on/off. Views will increase the popularity of the show, ratings will increase it even more. These values will be multiplied if they come from players in rival broadcasting channels.

The player's broadcast will only exist on the chart for a week in real-time. Producing each additional episode after this cooldown period will have the added benefit of starting with a certain percentage of popularity from the previous broadcast.

As a player’s creations climb the charts, his or her abilities will extend. The broadcasting channel might allow the creation of multiple shows at once, more television personalities will agree to be a part of the project, or more diverse options will be unlocked from the finite number of scene actions.

Each week in real-time, will 'cement' the top 10 player-created episodes. This will allow anyone to re-watch the most popular creations anytime throughout the history of the game. Players can search for specific player info to see any of the broadcast creations that a player wishes to be made public at any time.