

Concept

Over the last 50+ years, Israel and Palestine have been at war over territory. It's a war without an end in sight that has killed hundreds of thousands and is stuck in an ever-lasting cycle of cease-fires and retaliations, where each casualty on one side implies a number of kills on the other.

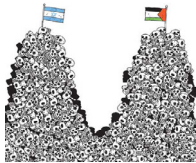


Figure 1 – “Now we are even” cartoon. Manila Times, 2014

Collateral Damage is a critical game that focusses on this conflict and the unspoken, and many times, disregarded amount of innocent lives lost during the confrontations between both sides. The game was created as a part of the Game Design Introduction Module of the Interaction Design, Web and Games Specialization as an adaptation of the mobile game MrGun.

References



Figure 2 – MrGun game

MrGun is a mobile game by Ketchapp where the player controls a character that automatically goes up a flight of stairs to fight a wave of enemies.

The game uses a simplistic aim-and-shoot system where the gun aims automatically in a pendulum motion and the user is only in charge of the shooting command, by tapping anywhere on the screen.

How to play

In order to better convey the duality of the Israel-Palestine war of two sides fighting with each other, and as a way to avoid forcing players to play as one side alone, the game was adapted to have two active players, each controlling one of the conflicting countries.

The main control remains a single click to shoot, but there is now a dedicated shoot button that also serves as an indicator of which side belongs to each player. The game area was replaced with the representation of a street with the ends representing the borders of the countries, and multiple pedestrians and soldiers crossing from one side to the other.

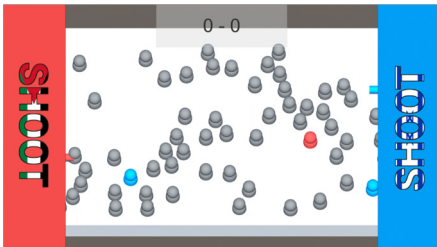


Figure 3 – Representation of the start of the game

Each player has to shoot the soldiers of the opposite country (represented in the country's color) and get an advantage of 4 kills over the opponent, in order to win the game. The current score is represented in the top of the screen and shows how many more kills each side has than the other, meaning that in the following image, if Palestine on the left is able to kill a blue soldier, the score will be 0 – 1.

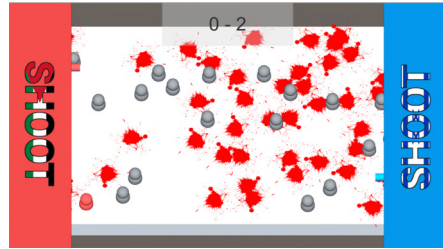


Figure 4 – Mid-game showing multiple casualties and Israel winning by 2 kills

The grey pedestrians represent people that have nothing to do with the ongoing war, but are inevitably caught in the conflicts. There is no penalty for killing them during the game which results in players completely disregarding them in order to better achieve their goal.

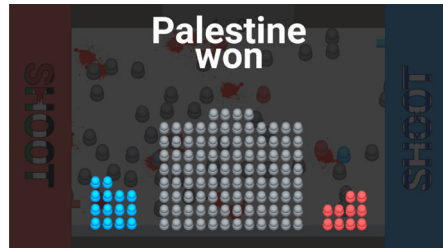


Figure 5 – End-game depicting the collateral damage necessary for Palestine to win by 4 kills

When eventually one of the players reaches an advantage of 4 kills, the winning screen is shown and for the first time the players see the total casualties of the game. Due to the nature of the game, the amount of innocent casualties will by far surpass the sum of both sides.

You can try the game by scanning the QR code or by visiting this website: tiny.cc/ky4u0y



Conclusion

The Israel-Palestine conflict is a controversial subject with multiple supporters on both sides and each side blaming the other for unnecessary use of force and innocent casualties.

Collateral Damage aims to convey 3 main messages:

- how easily civilians are not accounted for in times of war
- how both parties are equally responsible for the death toll
- how many lives need to be sacrificed for a slight advantage over the opponent