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Interaction Design
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The social justice topic I chose is the unfair phenomenon between the rich and the poor. To be more precise, what I mainly show in the game is the weakness of the poor in the society. Many poor people mostly come from remote areas. Most of them go out to work in big cities in order to support their families. However, due to the lack of various cognitions and the misunderstanding of wages and prices, they often receive the minimum salary, but feel that they are being treated very well.

In addition, the squeeze of the labor force of the rich on the poor can be seen everywhere. Many poor people will be forced to work for the rich at extremely low prices because of unequal contracts. This has caused the rich to get richer and richer, while the poor only get poorer and poorer. The gap between the two will only continue to widen.

In my game, the adventurer David chooses to leave his city in order to get a better chance and go to a more prosperous eastern city to find opportunities. Even though the way to the eastern city was full of dangers, he did not flinch. After coming to the eastern city after untold hardships, he met the lord of the city. The lord seemed to admire him very much, and expressed his willingness to provide him with a job opportunity, and offered him a salary of \$1,000 per week. Here, I set a little detail. In western cities, when you go to the weapon shop and armor shop, you only need to spend \$100, then you can buy whatever you want. But when you go to the prop store in the eastern city, you will find that the prices here far exceed those in the western cities.

After this, if you go to a mine in the East, you will meet John, your brother who

left home three years ago and went to the East City. In many of the previous details, some information about John was revealed. In the process of chat with your brother, you learned the reason why your brother did not go home for many years. He signed a ten-year work contract in the Eastern City. Until the expiration of the contract, he could not return to the Western City. At this moment, the Eastern City Lord appeared. He lets you choose whether to stay or return to the western city. Of course, no matter which choice you choose, the result is the same. In this city, you don't have the right to choose. In the end you will also be trapped in this city, fighting for the prosperity of the rich.

In the beginning, I actually wanted to make an adventure game, so I chose this very traditional Japanese RPG style to interpret this concept. But in fact, my plot has been changing since then. But I still think it will be a good style. This is an adventure, at least at the beginning, David set out with dreams and inevitable determination.