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Web Development II

Research Article #1: [Here](#)

Research Article #2: [Here](#)

Research Article #3: [Here](#)

Article 1:

 This article explains the troubles of finding affordable housing in the U.S. in the modern day. Nearly a third of all homeowners in the U.S. have their housing costs eat up more than 30% of their income, causing them to be considered "cost burdened."

 The article lists lower interest rates on mortgages and few available homes as contributing factors. People pay more to own their house, and houses themselves are simply too valuable for people nowadays.

Article 2:

 This article briefly outlines hunger measurements in the U.S. The article estimates that around 38 million U.S. households have an unstable food income. Mostly due to the fact that food prices (along with the price of many other essential services and utilities) have risen to the point where cuts in food budgets need to be made for some families to keep their homes and lives.

Article 3:

 This graph shows us the amount of U.S. citizens that currently have more than 1 job. To start, the Y variable of the graph is a tad misleading with how it's counted. The measurement is in "Thousands of Persons," and the numbers are all in the thousands, which might lead one to assume that the measurement is 1:1. That is, 1 on the Y vertice is 1 person. What I believe it actually means is 1 on the Y vertice is 1,000 people, given that a mere 8,000 seems like… sadly… far too small for a problem displayed by so many people across the country.

Were this to be true, that would mean that currently, there are approx. 8,860,000 people in the U.S. that hold a second job. The highest it's been in at least 30+ years.

Why is this the case? Because everything is way more buttfucking expensive nowadays. Why is that? Gazillions of other reasons I'm too tired to research right now. Something about landlords buying up houses in bulk and raising their prices, tariffs making companies raise the price of their goods and services to offset the extra cost they now have… yeah.

The way I'd like to integrate all of these issues into my final website is through some sort of interactive element. Not strictly a "game" per se, just something that makes the page more dynamic. Specifically, some way you can earn "money" by interacting with the page, or completing menial tasks around the site. The site would also include resources for financial advice, on how to split your money towards essential goods (food, housing, etc.) And to continue using the site, you'd need to spend your money on these things in a set interval, before you starve to death or get sent out on the streets.

The more you spend your money on these things, the closer you can get to buying luxury items, which the site will hype up as being glamorous, life-changing, "End Game" items that make your life complete… except, frequently, some random bullshit will happen that causes you to lose money. You'll rarely ever get to buy these luxury items, but the site will keep hyping them up to give you the motivation to continue… continue slaving away doing tasks that mean nothing just so you can spend.

Not the most unique take on the "wage slave" capitalism critique, but I think it will be engaging, and perhaps funny once other users realize what's going on.