

Project Writeup
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I hope to make a game that uses teamwork as the method and the theme is to solve the problem of discrimination. Most people are biased and discriminatory because the information they learn is one-sided and wrong. At the same time, the surrounding environment is also misled by information, leading many people to think that prejudice and discrimination are correct.

So, my game collects the three common types of discrimination: age discrimination, sex discrimination, and racial discrimination. Through communicating with various NPCs, we can truly understand diversity, understand that we need to communicate with various people, and truly understand what diversity is, instead to discriminate against others based on prejudiced views.

I borrowed an adventurous 2d pixel game "Monster Crown" (Game Mode). I really like the background. I changed the entire theme and gameplay of the game (also draw all the items and NPC by myself) to make it a social justice game about anti-discrimination. In this game, Players will use the arrow keys to control the protagonist, the protector of social justice, Rey to explore Sarada (the game virtual world). In the "Novice Village", players can roughly understand the entire storyline by talking to a summoner (NPC), and then by collecting energy cores, Nefarian (the Boss in the game, the embodiment of discrimination) uses mind control over the NPC. Then through communication, make NPC aware of their prejudiced views and discrimination due to ignorance. Then collect the power of NPCs (let them join their team), weaken Nefarian's power (power comes from prejudice and discrimination, so when the player eliminates all prejudice and discrimination, Nefarian's power disappears), come Achieve goals. If the player fails to eliminate all prejudice and discrimination, the game will fail.

When it comes to interaction, the first thing I think of is text dialogue, because I think word games are often the best way for players to remember the game process. So I chose the form of text communication. At the same time, I added an interactive function to search for items to better enable players to have a game experience. The client area targeted by my game is everyone.