Project Report — Equal Path

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1. Introduction

Equal Path is a browser-based **card game** designed to raise awareness about **educational inequality**.
Players act as policymakers who must decide whether to **invest**, **support**, or **cut resources** over **10 turns**.
Each choice affects both the national **budget** and **equity** level, illustrating the real-world trade-off between financial constraints and fairness.

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2. Theme Justification

In many regions, students face **unequal access** to education due to differences in infrastructure, funding, and local support.
The game simulates these disparities through policy cards that represent government decisions, allowing players to visualize how small changes can lead to long-term inequality.
This topic is relevant to both **Vietnam** (rural vs. urban education gap) and **Australia** (diverse and remote communities).

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3. Potential Impact

- Increase awareness of the **balance between spending and equity**.
- Encourage players to think about **sustainable policymaking** and social responsibility.
- Serve as a **discussion tool** in schools and community workshops to promote empathy and understanding.

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4. Technology Stack

- **Frontend:** HTML5, CSS3, Vanilla JavaScript (no backend).
- **Assets:** Simple 2D illustrations and icons (AI-generated or open-license).
- **AI Tools:** ChatGPT (for idea generation, prompt writing, and code assistance).
- **Hosting (optional):** GitHub Pages (via gh-pages branch or Settings → Pages).

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5. Game Mechanics & Implementation Details

- **Game State:**
  - equity (0–100)
  - budget (monetary balance)
  - turn (1–10 rounds)
- **Cards:**
  Each round, 3 random **policy cards** appear — e.g., "Fund Rural Schools," "Cut Teacher Grants," etc.
  Every card has effects (+/- equity, +/- budget).
- **Win/Lose Conditions:**
  - Win: equity ≥ 70 and budget ≥ 0 after 10 turns.
  - Lose: budget < 0 or equity ≤ 0.
- **UI Flow:**
  - Menu → Play → Results (matches submission requirements).
  - Buttons and fonts optimized for both **desktop and mobile**.

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6. Development & Testing

- Implemented using index.html, style.css, script.js under /game_app/.
- Tested manually on Chrome and Firefox browsers.
- 5 screenshots captured (menu, 3 play turns, and result screen).
- Demo video (5–7 minutes): gameplay walkthrough and explanation of policy effects.

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7. Reflection

The project demonstrates how a **simple interactive experience** can create meaningful discussions about equity.
Future improvements could include:

- Multiplayer mode.
- Persistent save state.
- Random events (e.g., natural disasters, funding crises).
  These would increase realism and educational depth while keeping the game lightweight.

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8. Instructions to Run

1. Clone or download the repository.
2. Open /game_app/index.html directly in a web browser, or host using **GitHub Pages**.
3. Play, capture screenshots, and record your demo video.

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9. Credits & Tools

- **Author:** Võ Hoàng Phát (GDU-K@M40iS4u)
- **Tools:** ChatGPT (prompting & code), VS Code, GitHub, Chrome DevTools.

- **Assets:** Generated via AI tools or sourced from free image repositories (attributed if required).

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10. Files Included

game_submission/

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├── README.md
├── project_report.pdf
├── youtube_link.txt
│
├── prompts/
│   ├── concept_prompts.txt
│   ├── asset_generation_prompts.txt
│   ├── code_generation_prompts.txt
│   ├── refinement_prompts.txt
│
├── game_app/
│   ├── index.html
│   ├── style.css
│   ├── script.js
│   └── assets/
│       ├── bg.jpg
│       ├── card1.png
│       ├── card2.png
│       ├── card3.png
│
```

```
└── screenshots/
    ├── menu_screen.png
    ├── play_screen1.png
    ├── play_screen2.png
    ├── play_screen3.png
    └── results_screen.png
```
