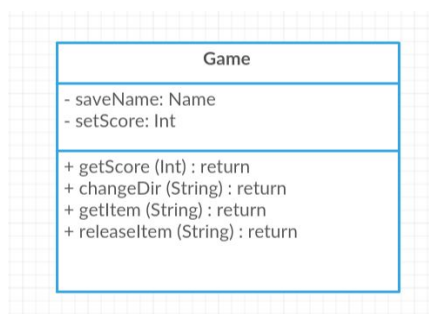


Abstract: The United States was built on the factors of unity and justice for those who seek to live in the land of the free, which may no longer be the case as time passes. Nonetheless, I take a strong stance in the current methods of dealing with refugees as it causes more problems than it does provide solutions. In this game, I want to show what someone goes through on a daily basis for the matter of survival and perhaps a chance for religious freedom.

Introduction: I decided to work on the game to bring awareness on the lack of empathy and compassion to those people who give up everything just to seek safety in another country where they know nothing. This text-based adventure game will likely be the first prototype of a series of development that would likely take months to years to complete, and likely by then, all these ridiculous rules will be gone and maybe there will be better changes for the US government. Anyway, the rest of the paper will discuss the functions within the game program and how it contributes to raising awareness for a cause I feel strongly for.

Detailed System Description: Since this is a game, it will only allow for one person to play at a time. It's a rough design for a game since it won't have online functionalities like an app would or is as advanced as a video games that has been in the works for years. The game is able to take in input from the user, but it will be rather limited to directions and characterizations. Of course, there are other things to consider like a scores system and health, but that all depends on time.



(I didn't know how to make a proper UML - I tried)

Requirements: There is no physical requirement as it's a computer game. Everything will take place behind the scenes on the computer while the user only sees the output. Hopefully, the code would work well enough that it can deal with everyone from hackers to 'stupid' people.

Literature Survey: While it is a text-based game for the time being short and it takes time as well as dedication to develop a game to the finished product, it is no different than any other game in the market that is against our current President and his administration. However, it won't be a parody or something that can lead to destructive consequences; it will take a more serious tone to highlight the injustices they face and the countless opportunities left unseized due to underlying issues such as lack of money or not wanting to leave family behind.

User Manual: The game is designed to take in a limited number of inputs and what kind of inputs are limited to what the user can do at that time. Unless someone does not know how to control a computer at all, there is no difficulty in learning simple and straightforward controls. Some errors cannot not be avoided, but they can be prevented with the right code implemented. It won't be a perfect solution, but it is better than nothing and just creating problems.

Conclusion: The game is more of a hobby in all honesty as I love to play video games in my free time, but I have no desire to create my own games due to the time and dedication for them. I'm more for the behind the scenes of software. Overall, the game is to be used to bring awareness for political matters that I by myself cannot have much done, but with something more interactive and realistic, it would get people's' heads out of the safety bubble the US provides us.