

*The Life of a Syrian Refugee: A Political Game***Abstract:**

Since the start of the Syrian Civil War in 2011, over 6.5 million people have been displaced with over 3 million people fleeing to nearby countries like Turkey, which has the second largest refugee population with a little more than 800,000 refugees. My game focuses on the journey from a small village in eastern Syria, which is under the control of the Syrian Opposition so it is usually under attack by either the government or ISIS themselves, to Turkey. Said journey follows a man and his family as they cross the country for safety and freedom. As I mentioned in the milestone, I want to show through this game what someone goes through on a daily basis for the matter of survival and perhaps a chance for religious freedom in a dangerous world.

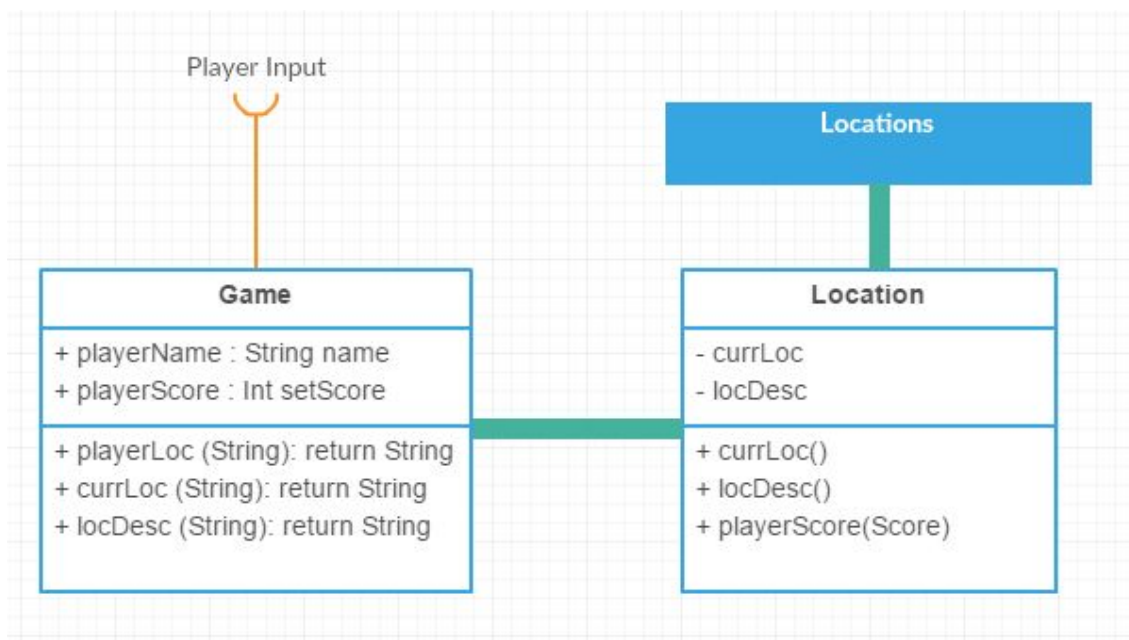
Introduction:

While there are many different issues currently ongoing in the US and abroad, I decided to focus on something that has been in the public eye for the last five years: ISIS and the Syrian Civil War. Currently, both events are usually mentioned by the news media when something terrible happens or there is a change in policies in the countries refugees flee to such as Italy or Greece. Nonetheless, the way the current US administration under President Trump is handling the Syrian Refugee Crisis by banning people from entering based on their religion is staggering and appalling. Furthermore, this undermines the values the US was built upon as we have welcomed refugees and immigrants for generations, which is infuriating to me. As I had mentioned in my milestone, I want to raise awareness on the lack of compassion to those people who give up everything just to seek safety in another country where they know nothing, like my parents.

Detailed System Description:

While working on game code, I was wondering how the user input was going to work in terms of player interaction and as I mentioned in the milestone, I decided to have only a single player to keep it simple and as my skills improve over time, it will evolve to have characterization other than the single gender (male) option and diverging story line to make it more realistic. It takes anywhere from months to years for a working game to be released to public and even when it is out there, there can be serious flaws that could bring the whole game down or it works as expected, which will be virtually impossible as there are always bugs somewhere. As for online functionality, there was not any way to add it in so I left it out of said design to keep it simple. There is a rather rudimentary game design that does not diverge in anyway, at least not yet. It is a work in progress that I would eventually be my first personal ongoing project if I continue.

Below, the diagram shows how the game is to function and where it gets what.



(Here is a rough draft of the UML diagram - improvement over the first)

Requirements:

Since this is a rudimentary game, there is no physical requirement other than the computer itself as it is a computer game, even if it is rather simple. Everything will take place behind the scenes on the computer while the user only sees the output. For example, the game will only need the person's name or whatever they want to put in to move on to the next scene or scenes. I said that I hopefully will be able to have the code working well enough that it can deal with everyone from hackers to 'stupid' people, but with the String option, there can be a good chance it can be manipulated, but it would not be enough to crash or break the game as they would want to. Suffice to say, all the person needs to do is to input text and the game will run its course. I picture this as a Pokémon game in a way since they started out relatively simple, but now have one of the most advanced graphics and storylines in the history of handheld games.

Literature Survey:

There probably are games and applications out there that does not condone what our current 'president' is doing with our foreign policies. Furthermore, there are news media that are making a mockery of everything from president Trump's new tie to how he deals with natural disasters. However, my point is that the US need to focus on its priorities of helping its own people first before moving on to helping others since the current administration is not doing a good job at it. As I was doing research on how other countries are trying to deal with the influx of refugees and how there are cultural clashes between natives and foreigners, I realized there is not much that could be done by one person alone and that the people need to speak for one another. Tensions in the US appear to be getting worse and the most vulnerable will likely get hurt first. Overall, my game puts the person in a refugee's shoes and shows them the horrors of being vulnerable.

User Manual:

Since the game is straightforward and simple, the only real input it needs is the player's name, which does not have a character cap so it can be as long or as short as they want it to be. This game is perfect for even the inept computer user and all they have to have is a computer, basic reading skills, and press enter to continue. I imagine as clockwork to read something and just press enter to reach the end, which is not too bad in terms of time and resource use. Of course, some errors cannot not be avoided such as implementing code in for the name, but they can be prevented with the user being prevented from accessing the code at all. It takes time to add security measures to anything and even the best ones can be cracked with the right tool.

Conclusion:

Overall, it was fun to work on a game that implements two of the things I enjoy doing: playing video games and discussing controversial issues. While I do not desire to work on creating games in the future, it was nice to have an insight on how important code is in many aspects. Unfortunately, while I am blunt in how I feel about politics as my tone probably revealed in the report, I tried my best to focus on the more important aspects on politics such as foreign issues since the interactions the US makes with other countries could either create enemies or allies. Nonetheless, I enjoyed my time in Software Development 1 as I was able to showcase what I am capable of doing and point my feet in the right direction towards the path of a Software Developer. As one man said with great coding power comes great coding responsibility.

References/Work Cited:

The Internet