

Project Writeup

This project is focused on the social justice issue of immigration reform and the lives of undocumented people in the US. You play the game as a teen reliving some memories of his experiences as an undocumented person in the US. Most of these experiences are difficult to go through and focus on the more negative aspects of growing up this way. In more recent years, it has also become more difficult to cope with the situation, with changes to immigration policy and public sentiment becoming increasingly negative during and after Trump's presidency.

A big focus of the game is on DACA - a policy that allowed child arrivals to the US to apply for a driver's license, social security number, and work permit - and the impact that its removal during the Trump presidency had. There is also a focus on the way others perceive the undocumented plight, which usually criticizes them for their decisions and alienates them through stereotypes and general negativity.

As an undocumented person myself, I have decided to put some of my own experiences into the game. I wanted to show how I've had to become more cognizant of my status as I grew up and how I felt we've been demonized and targeted in the media. I also want to use this as a chance to educate, as people usually speak ill of undocumented immigrants and their situations without knowing about how difficult the process of citizenship actually is.

Most of my design is based on pixel-based sprites and art such as Pokemon. I chose the pixel art style because it is the first style that comes to my mind when I think of video games. As opposed to a video game with mini games, I thought it was better suited to focus on an interactive story due to the serious topic of the game itself. To better focus on the story elements of the game, I have it set up to be a linear progression based on interactions the player has with NPCs. As you talk to more NPCs, paths open and close to guide the player along the rest of the story. The main intention of this was to prevent players from getting lost or unsure of where to go next, but also to ensure a sense of cohesion to the story that makes it feel like the player is just going through a day in the life of the player character.