Project write up for Project3

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The speculative technology that I create for this project is call ASCO (advanced stem cell organ), it is New molecular (artificial cell) that can simply form a new organ for any human to replace that damaged one. Save lives from any serious circumstance [Cancer, accident, and etc.]. If you once unfortunately lost your legs, by using the artificial stem cell, you can get your legs back from healing. But you also can use this therapy for therapy to extend your life longer, simply by taking this therapy, help you to replace you aging cell replace the aging cell and regenerate new, strong, alive cell. A new life with health organ, make us stronger and live longer

This idea of technology is extending human idea on health and elixir, which also lead argument on the wealth justice problem as the price to paid for health and elixir. And lead to two options for target consumer group on wealth (elite class) and normal public(patient).

Through the game process, this project taking the model as Choose your Own Adventure Game, users able to explore different story brunch and endings by pick their options, users will act as the project manager to selling this ASCO therapy. The 10 outcomes of the story endings that users can go with.

Since the technology of my project is medical based, I choose to using a simple color palette with the blue tone and some vector icons that representing the characters. A clean and simplistic aesthesis that can focus more on the story.