**Part One:  a topical overview**What is the subject? Why is this subject important? Why are you choosing to work with this subject? How do you relate to the subject matter?

The topic might be sexism (or mental health). What I did noticed from the subtle forms of sexism like benevolent sexism (like seeing women as a weak, pure image that needed to protect by others) is actually not aware by public that much. Like the hostile sexism is easier to noticed and response to it. And it is important for public to know about it since the sexism is still happening right now even the fact the voice is shouting out there. As a member of the female group, I strongly felt that I should make some supporting.

**Part Two: a technical overview**How do you see this issue translating into a "game" format? How do you see the game working? What is the aesthetic? fonts, colors, themes, hand drawn or digital etc etc; Obviously there will be limitations to what we can do in the time frame we have and knowing this class is not a game development class; but if you could do whatever you wanted (technically speaking) to make this game a success; how would it look? Where do you think you will face the biggest obstacles, will it be the design, the code, the assets?

The idea I was gathering from the developing idea class part as a game that reproduce the prejudices and discriminations that women might encounter though their lifetime. Like a RPG/pixel game that user can interact with the NPC/character in different room (or different time line) and the interaction content will contain those discrimination or showed prejudices (in exaggerate form).

If I going to make an rpg/pixel game, the assert for the users and the character are going to be an problem as I don’t have design and drawing experience since I need to create the specific images (pixel style). And there are going to be many states for the interaction with different NPCs, so I am not sure is going to work well.