Project Write-up

The social justice topic in this game is about Sexism, as example like gender stereotypes, sexual discriminations and etc. The equal rights has been strongly promoted in recently years like “me too“movement. This is really noteworthy topic is mention and working on.

In my personal view, this topic has strongly related to myself and the surrounding society as this topic is still no being noticed in China, those prejudice and discrimination can be very subtle, or aversive. Getting people attention on this topic and education is important for prompting to decrease the prejudice among gender.

The project itself it explaining the sexual stereotype and sexual discrimination in the gender-switched society, where boys become like a girl, and girl become like a boy. And our main role Jason, who is be the one in this story who encounter with the sexual prejudice story like gender colors, gender-type activity, married problem, and the workplace discrimination. Through the game, you can use arrows key and mouse click to interact with the NPCs.

The aesthetic I been choosing is the 2D(?) RPG adventure game style, which the topic reminds me of small game I played before that experience other people live in the RPG game. This is going to be simple and more pixel style to create the RPG game vide. But also I emphasize the color especially in the first boy bedroom and the gym, which create strong vide about the sexual stereotype for girls and boy colors (red/pink mean girls and blue mean boy)