

## Project Write Up

The social justice topic I have chosen is the hazards of increased lithium production that is causing the world and its environments to degrade indefinitely, particularly with the focus on how electric cars are accelerating these issues. The idea behind this is to take the player through the process from when they buy the electric car into the manufacturing process that they encouraged that led to the electric cars increase in production. The production is what causes the issues of overall global pollution and issues that we see to this day.

The reason that I have chosen this particular issue is that it is not known by most people as an issue and from what I can tell most people believe that electric cars are better for the environment. The reality is at the moment the power for the electric car comes from a heavily polluting source and that what is worse is that the electric car battery also is very wasteful of planet Earth's natural resources and beauty.

The project itself puts you in the perspective of Woody, who is a walking living breathing tree that one day decides to go up to an electric car dealer and make the purchase of an electric car. Woody is trapped into manufacturing that forces him to see the wastes of his car buying purchase and the game plays out informatively telling us what is so bad about the process of making an electric car.

I chose this aesthetic approach because it was what made the most sense after feedback from both professors and students the blending between real life and vector and in the end the choice to make it all vector made it more cohesive. The art style appeared to be one of the biggest things for me as it really adds to the game's style and makes it a more unique piece than I originally thought I could create. One of the features I like about the website is that the text is accessible, I made the font large so that older people or people with troubled vision would not have issues reading the information within the game. I also kept everything in theme with high contrast black and white that way the average player has an easy time reading and people with color blindness are not unable to play a game. I had a friend with color blindness & sensitivity check this game and I had it modified before finalization.