Project 2: Abstract

For Project 2: 2D Adventure Game I desired to create a digital interaction framing the comical nature of consumeristic excess and the realities of consumer culture. The game thus far, is titled "Money, Money, Money." I decided to create an avatar that adventures through various shopping scenes before entering a series of mini games. The first mini games consists of a driving obstacle course that figures the desire for luxury cars and modifications, but the expenses and fines that come with them. Examples of obstacles the player will endure consist of: "Your tinder date finds your car emasculating, upgrade to a large truck," "Your super cool window tint violates law, pay $200" or "someone without insurance hits your Lamborghini, downgrade to Prius." The next mini game will consist of player grabbing objects while they follow, and become unbearably heavy and glitchy, player finishes mini game once all items are collected. The game ends with a screen of a dumpster filled with collected items, signifying the disposal of trends and unnecessary products. The point of the game is to be subtly overwhelmed with advertisements and bright colors that are often used to grab screen users attention. This project touches on subjects of excess, body image in the hands of buy-ability, and the expenses of transportation and public performance.