

**Social Justice Topic:**

It is the game of resource distribution. Nowadays, there is a phenomenon that rich people are getting richer and poor people are getting poorer. And I want to make a game that reflects such a phenomenon of polarization of wealth. The probability of success is higher for the children of the rich when both children are doing their best. This is not only because of wealth but also because of other aspects such as education and networking resulting from wealth and parental accumulation.

**The reason I chosen this issue:**

I have experienced two different education systems in China and the U.S., yet I did not feel a difference in this aspect of resource distribution. Generally speaking, applying to a relatively decent university in the United States requires not only a high GPA and SAT scores, but also excellent volunteer, intern, social experience. These required the financial support of the family and the mental support of the parents. The education system is different in China, all you need to get into a prospective university is through a test called “Gaokao”, and the higher the score, the better the school. If you are in some cities where there are more good schools, like Shanghai, Beijing. Then the same college will require a lower score for you than anywhere else. (ex. The admission line of the Physics Department of Peking University in 2020 is 690/750 for Beijing people, 612/660 for Shanghainese, and 706/750 for Tianjin people. Although it is only a few points difference, 2020 “Gaokao” has up to 10.71million people participated in.) Again, those cities will be more stressful to live in because it costs more. Whether in China or the United States, the only way to create better conditions for the next generation is to have more wealth. And it's more difficult for poorer people to create better conditions for the next generation.

**Project:**

In this game, you are a sprite come from Wisps. Wisps is a place has no hierarchy and no wealthy. People living on their own. So, one day you came to these world, you felt wired. People here have families. They have family wealth accumulated. Some of them have been well clothed and fed all their lives, and some are poor and destitute. The stores here are also open only to the rich. And you have nothing but a humble bag that you picked up when you first arrived here. Only a little thing can be stored inside. You try your best to study and earn money. But only have a little something. Until one day, you meet Hum. Hum is a rich boy, but also very kind and timid. He feels that people should be born equal and everyone should have the same opportunities and chances. Instead of relying on the wealth and connections accumulated by his family to seize the opportunity. You helped him, you talked a lot and thought alike. He told you that he shared half of the wealth he had with you. And wants to share this idea so that everyone has so much. This way everyone has the same wealth of people. Everyone can have the same opportunities as others through their own struggle. Finally, you end your short time here. You have achieved good results through the wealth that Hum has distributed to you. Meanwhile the idea spreads among more and more people.

At the beginning of this game, you need to collect money and knowledge. After you collect 5 of the money and knowledge, you collect again, it will be empty. Because some people think you are breaking the rules. You are trying to get wealth that doesn't belong to you. You are verbally abused in the store because you have no money. Until you meet Hum and help him, you meet a friend who is similarly minded to you. He shows you around the store he runs. It's open to everyone and charges a percentage of the wealth you have. But you don't need to trade your items through the store either,

you're already rich enough. But if you meet Hum but anxious to collect items and did not help him. You miss out on a friend, and you have the rest of your time here to collect items one at a time. It's a bad ending, but it doesn't stop Hum from meeting other people and spreading his ideas.

**Design:**

I drew on some screenshots of game works and copied and changed him. This includes one screenshot from Ori and the Will of Wisps. I use them in the Splash State. One screenshot from Assassin's Creed Odyssey. I use them in the Instructor State. And one screenshot from Little Nightmares II, I use them in the Bridge State. I chose them because as I playing these games, I really like the painting style. The one from Ori is beautiful and mysterious, it just like the world where "I" came from. The one from Odyssey is realistic, just like the world I came to, I have to learn and earn money. The one from Little Nightmares looks dangerous and needs to be careful. Just like when you first meet Hum, you don't know he is a good or bad guy and what will he do for you. The maze is closed all around, just as you are concentrating on learning and earning money. It is not difficult to walk since I want to make it more comfortable to make decision. The two Shops are the same, but they have totally two different attitude.