GameConcept

Although the number of K-pop fans in the West such as myself has increased over the last few years, they very much remain a minority in the West. This minority status, combined with toxic masculinity, racism and homophobia unfortunately make Western K-pop fans a common target of bullying, hate and ridicule, both in schools and on social media, TV and radio. Moreover, some people have been known to use the popularity of K-pop simply to gain money and attention without showing respect for the artists.

From my own research, I have identified various public figures that support K-pop and I have identified those who have spoken and/or acted against it (haters). I have imagined a scenario in which the forces of K-pop hate attempt to establish a secret base in Marie Byrd Land, the unclaimed region of Antarctica. A group of famous K-pop fans, led by the K-pop singer Sunmi, have gone to war to try and stop them.

In the skies above Marie Byrd Land, there are two helicopters that lie just above the field of view and are never visible in the game. Haters (marked by a red outline) jump out of one helicopter whilst the supporters (marked by a green outline) jump out of another. In the game, a random hater or supporter will fall to the ground one at a time. On the ground will be a grey platform. On the platform, lie two static bodies, on the left some Antarctic rocks and on the right Sunmi's truck. The truck's former owners are not, I might say, quite as woke as the current one.

In the game, Sunmi rides and controls a mobile cannon as shown below with the following functionality

Key press	Action
Right arrow	Move right
Left arrow	Move left
S	Shoot projectile (projectile specifically designed to annoy the conservative K-pop haters and to vent Sunmi's frustrations)
Up arrow	Jump
Down arrow	Stop

At the beginning of the game, the player starts with a score of 0. The score is continuously displayed on the top left of the GameView. When Sunmi's cannon is fired, if the projectile hits a hater, the score will increase by 100. Each time a hater reaches the ground without being hit, or a supporter is hit, the score will decrease by 100. A negative score will terminate the game. The game will also be terminated if Sunmi is hit by an object of any type. When you have achieved a score higher than 500, then you may proceed to the next level, which has a higher score requirement, the objects will fall faster and the weather will deteriorate. It is important to note, however, that supporters and haters disappear when touching any object or hit by a projectile. If they are not hit, however, they will reappear later on in the level.

Each level will play a soundtrack of one of Sunmi's songs, one song for each level. In the final level, the song "You Can't Sit With Us" will play, symbolising Sunmi's pure hatred of the haters towards the end of the game.