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Food Deserts

Programs Used: Brackets | Illustrator
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Food deserts are important for everyone to understand, as having the ability to prepare meals with fresh and affordable produce should be supported everywhere. Food deserts are defined as areas where the community members lack access to affordable, healthy food options due to the lack of local grocery stores or markets. Additionally, there are many low-income communities that are stuck with no secure source of these foods because higher economic gain drove grocery stores out of the local areas to faraway suburbs with higher median incomes, where they could make a higher profit. Due to such distance, the stores and markets are hard to reach without reliable transportation methods and take up too much time to make trips for. This causes food insecurity, and without access to healthy options, it enables the abundance of fast food chains that are convenient and cheap to be relied on with low-income households.

In simply spreading more awareness about these specific issues that are not taught to students as they grow and learn, there is a higher chance towards the term "food deserts" catching the attention of more people in order to have more of them identified. Identification of neighborhoods, areas, and cities that are stuck in these poor conditions will bring greater voices towards fighting towards holding the government accountable. Of course, having more people informed of this issue also gives communities greater power in providing assistance and finding and creating impactful solutions. This topic is important to cover because spreading this knowledge is the key to recognize local food deserts and aid in their eradication.

This interactive game gives users the opportunity to navigate around a fictional community that provides tidbits of information surrounding the definition, causes, and effects of food deserts. Of course, this doesn't cover the biggest aspect of the many effects and issues surrounding food deserts, so the ending provides a short demonstration of a solution for combating the issue, as well as external additional readings, articles, and assistance programs.

The aesthetics of this project were decided upon through researching some calming adventure-based 2-D farming and gardening games, and pulling from their color palettes of bright and muted contrasting tones. From viewing those and associating them as calming sunrise/sunset surrounding light and shadow color gradients, the colors utilized here

attempt to emulate the 2-D time dimensionaity. With the actual art style, it is also taken from those adventure and NPC interaction games, with a more rounded, engaging, and cute take. The greatest inspiration was taken from the video game, Garden Story.