Cape Flats Chronicles

# Demographic:

This game targets teenagers aged 14 to 17, specifically those interested in narrative-driven games and social issues.

# Social Problem:

The game tackles the complex challenges faced by teenagers growing up in disadvantaged communities like the Cape Flats, South Africa. These include gang violence, poverty, limited educational opportunities, and peer pressure.

# Relevance and Appropriateness:

* Teenagers in this age group are developing their social awareness and sense of self.
* "Cape Flats Chronicles" allows them to explore these issues in a safe, virtual environment.
* By making choices that impact the story, players experience the consequences of navigating a tough neighbourhood.
* Educational aspects provide realistic information about the Cape Flats, fostering empathy and understanding.

# Core Mechanics:

* **Choice-driven Narrative:** Players face critical decisions that affect the protagonist's relationships, education, and safety.
* **Resource Management:** Players manage time and money to fulfil basic needs (food, school supplies) while facing potential pressures (joining gangs, illegal activities).
* **Reputation System:** Choices build a reputation within the community, influencing interactions and opportunities.

# Educational Aspect:

* Information about the Cape Flats is integrated into the narrative and presented through in-game resources or pop-up explanations.
* Players can learn about historical context, socio-economic factors, and potential solutions to the problems faced in the community.