|  |  |
| --- | --- |
| **Students Names** | Matthew Wierenga, Hakeem shaik, Wandipa Marema |
| **Students Numbers** | ST10092988,ST10034305, St10062913 |

# Cape Flat Chronicles

Cape flat Chronicles is a game that is targeted at the teenagers, this game brings awareness to all the struggles that the teenagers in the Cape Flats are struggling with.

The target audience is teenagers aged between 14 and 17.

The problems we are considering are the problems of:

* Your game will allow players to interact with the problem or its solutions by making choices that affect the protagonist’s life trajectory. These choices will present moral dilemmas, consequences, and the impact of systemic issues on individual lives. For example, players will decide whether to join a gang, pursue education, or seek a way out of the cycle of poverty and violence.
* Your game will immerse players in the problem’s context or consequences by presenting a realistic and immersive depiction of life in the Cape Flats. Players will experience the challenges, risks, and opportunities that the protagonist faces, as well as the social and cultural aspects of the region. For example, players will encounter gang members, corrupt officials, community leaders, and ordinary citizens, and witness the effects of crime, poverty, and inequality on the township.
* Your game will provide factual information or insights about the problem or its solutions by periodically displaying statistics, facts, or stories related to the problem. These will help players understand the scope, causes, and effects of the problem, as well as the potential solutions or initiatives that exist or can be implemented. For example, players will learn about the unemployment rates, crime statistics, and community initiatives in the Cape Flats, and how they compare to other regions or countries.
* **Relevance**: The problems of gangs and social struggles are relevant to the target group because they are real-world issues that affect many people, especially in South Africa. According to the World Bank, South Africa has one of the highest rates of inequality and poverty in the world, and these factors contribute to the prevalence of crime and violence. The Cape Flats is a region that suffers from high levels of gang activity, drug trafficking, and social unrest. These problems have a negative impact on the lives, safety, and opportunities of the residents, especially the youth. By addressing these problems in a game, Our aim is to raise awareness and empathy among the players, who may not be familiar with or exposed to these realities.
* **Appropriateness**: The problems of gangs and social struggles are appropriate to the target group because they are suitable for the age range, interests, and values of the players. The target group is 16-25 years old, which is an age group that is interested in social issues, justice, and empowerment. They are also likely to be curious about different cultures, lifestyles, and perspectives, and enjoy games that offer choices, consequences, and stories. The problems of gangs and social struggles are also aligned with the values of the target group, such as diversity, creativity, and freedom. By presenting these problems in a game, I aim to engage and educate the players, while also offering them a chance to make a difference.