**Game Concept:**

“Cape Flats Chronicles” is a choice-driven game that explores the life of a teenager in the Cape Flats. Players make decisions that affect the character’s future and learn about the social issues of the area.

**Gameplay Overview:**

Genre: Interactive Story

Platform: Mobile or PC

Target Audience: Ages 14 to 17

**Core Mechanics:**

Decision Making: Players choose how the protagonist responds to events, which influences the story’s direction.

Resource Management: Balance time and money to navigate daily life challenges.

Exploration: Discover new areas and stories within the Cape Flats.

**Story and Characters:**

Protagonist: A 16-year-old facing the realities of growing up in a tough neighbourhood.

Supporting Cast: Friends, family, and community members who offer different perspectives and choices.

**Objectives:**

Navigate through life’s challenges while making ethical decisions.

Pursue education, relationships, and personal safety.

**Features:**

Simple Interface: Easy-to-use controls for dialogue selection and navigation.

Visual Novel Style: Illustrated scenes and characters to bring the story to life.

Impactful Choices: Decisions that lead to multiple endings.

**Educational Aspect:**

The game includes facts about the Cape Flats, aiming to educate players about the region’s issues.

This streamlined version focuses on the narrative and choices, making it easier to explain and develop. It retains the educational and emotional impact while being accessible to a younger audience.

**Things to add**

Add random mechanics

How you can go about things

Add benedits into the game, add more education to the game.