## High Concept Document

## **Gang Violence and Poverty**

Gang violence and poverty are intricately linked, creating a cycle of hardship and criminality that profoundly impacts communities. Gang violence stems from socio-economic instability, with poverty often serving as a breeding ground for criminal activity. Limited access to education, employment, and social services pushes individuals, particularly youth, towards gangs as a means of survival and identity. The scope of this violence is vast, affecting not just gang members but entire neighbourhoods, perpetuating fear, instability, and further economic decline. The presence of gangs exacerbates poverty by driving businesses away, reducing property values, and straining public resources. Consequently, efforts to address gang violence must also tackle the root causes of poverty, emphasizing comprehensive community development and support systems to break the cycle.

## **Demographic and Player Type**

### Demographic

A game addressing gang violence and poverty like our game (Cape flats chronicles) would likely target a diverse demographic with a focus on young adults, educators, and social activists.

* Young Adults: Ranging from ages 15-30. This group, especially those from urban and poor backgrounds, might relate directly to the game's themes. The game could serve as both an educational tool and something to offer alternative perspectives and solutions.
* Students and Educators: These groups of people, mainly in High school and University can use this game to further understand the issues. They could use the game as of social studies etc, to better understand the complex dynamics of gang violence and poverty.
* Casual Gamers: Those interested in narrative-driven games that tackle real-world issues could be drawn to the game for its engaging storytelling and meaningful content.

### Player Types:

* **Story-Driven Players:** Those who enjoy immersive narratives and character development would be engaged by the personal stories of individuals affected by gang violence and poverty, such as our main character.

By appealing to these demographics and player types, the game could effectively raise awareness, foster empathy, and inspire action to combat the correlating issues of gang violence and poverty.

## Relevance of selected problem to Demographic

Referring to young adults here. Many young adults, especially those in poor areas, may experience or witness gang violence and poverty firsthand. A game focused on these issues can resonate deeply with their lived experiences.

As this demographic is at a critical age where interventions can prevent gang involvement. The game can provide insights and better pathways, encouraging positive decision-making.

By understanding the systemic issues behind gang violence and poverty, young adults can feel empowered to advocate for change in their communities, and not jut falling into the same path that further grows the problem.

As of educators and students. For educators, the game serves as an interactive learning tool that can make abstract concepts more concrete and engaging for students. It can facilitate important conversations about socio-economic issues, encouraging critical thinking and empathy among students.

The game can be integrated into various subjects in High school such as Life Orientation, and Geography, providing a comprehensive educational experience.

## **Broad Strategy of Game**

### Overview

Cape Flats Chronicles is an immersive and choice-driven narrative adventure game that plunges players into the turbulent life of a resilient 16-year-old protagonist navigating the challenges of growing up in the Cape Flats, a tough neighbourhood marked by social inequality and systemic issues. As players guide the protagonist through a series of impactful decisions, they delve deep into the heart of the community, confronting issues of identity, survival, and hope amidst adversity.

Gain insights into the social issues and systemic challenges faced by residents of the Cape Flats, fostering empathy and understanding through factual information and real-world context.

Navigate through life’s challenges while making difficult ethical decisions that shape the protagonist's future. Pursue education, cultivate meaningful relationships, and prioritize personal safety in an environment fraught with danger and uncertainty.

### Core Features:

* Immersive Decision Making: Players shape the protagonist's journey through a series of pivotal decisions that have far-reaching consequences on the storyline and character development.
* Resource Management: Balancing time, money, and relationships is essential for survival in the Cape Flats. Players must navigate daily challenges such as attending school, working part-time jobs, and avoiding dangerous situations.
* Exploration: Explore the vibrant and diverse landscape of the Cape Flats, uncovering hidden stories, interacting with a rich cast of characters, and unravelling the complexities of life in this troubled community.
* Compelling Story and Characters: Experience the protagonist's struggles, triumphs, and personal growth as they navigate the intricacies of life in the Cape Flats. Encounter a diverse cast of friends, family members, and community figures who offer guidance, support, and diverse perspectives.

### Visual Novel Style:

Immersive illustrations and vividly depicted scenes bring the narrative to life, allowing players to fully immerse themselves in the protagonist's journey.

Impactful Choices: Every decision made by the player resonates throughout the game, leading to branching storylines and multiple endings that reflect the consequences of their actions.