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Project2: Social Justice Adventure Game  
Project Writeup  
ART 385-01

This project will revolve around the topic of global warming and pollution on earth. Global warming is the long-term increase of the Earth's climate caused by human activities. It has primarily caused by the greenhouse gasses admitted by burning fossil fuel. Global warming can eventually lead to climate change which leads to rising sea levels, changes in weather patterns, warmer ocean temperatures, and much more. These changes in the environment can eventually lead some to lose their homes, increase waterborne diseases, increase heat stress, and much more leading to injustices to those who are more vulnerable to these changes. This project will also touch on the issue of pollution and trash emission as there has been a spike in household trash emission, polluting the earth that we are living on.

This subject is important because we all are contributing to global warming and emitting trash every day. However, many still do not believe in this environmental change and realize how severe this problem is. I chose to work with this subject because I have experienced and seen how global warming is impacting our earth. While I was living in Brazil, I had a chance to visit the Amazon rainforest. During the tour, I was able to learn about how the increase in temperature and the changing rain pattern has cause many ingenious tribes to flee their houses to find a more habitable home. In addition, the trash produced mostly by human activities is threatening the lives of many innocent organisms. Therefore, through my project, I want to illustrate how the small actions that we unconsciously do in our daily life can have a huge impact on the environment and make the users be more aware of the choices they make.

These issues will be translated into a game format by creating an RPG-style game where the main character needs to complete several tasks in an environmentally friendly way. The main character of the game will be an earth boy who lives in a small village on Solomon Island. One day his mom left him a note to do some chores while she is gone to clean up the beach with some village elders. One key emphasis that the mom left on the note was to complete all the given tasks while keeping himself clean and this is a metaphor for keeping the earth clean as the main character is the earth. Mom has left Earth to do complete four tasks: water the front yard, take out the trash, check up on Bob (Earth's brother), and to help any neighbor who needs help. During the process of doing those given tasks, the user will be put under situations where the user is given different options on how to accomplish the task: the clean way, and the harmful way. The game will portray how the user's decisions on how the simple housework is accomplished will affect the environment. Every time the user chooses the non-environmentally friendly option, there will be a signal that global warming is negatively affecting the environment and the main character will get dirtier, illustrating how a small choice can cause a big impact on the environment. There will be a NPC that will represent those who do not believe in global warming and deliberately messes up the environment that the user will interact with, Bob. In

addition, there are also NPC that wget negatively affected by global warming if Earth reaches the dirtiest state, Mr.Beach, illustrating the consequences of how our actions can affect the people around us. The main objective of the game will be to complete all the tasks while keeping the earth as clean as possible.

I decided to make my main character look like the earth because I wanted to illustrate how the negative actions and choices that we make can come back to us, just like how the non-environmentally friendly options will pollute our earth and negatively affect the main player. I decided to create a text and speaker image section for each of the rooms and game states to separate the game navigation section from the text section for a cleaner display. In addition, the rooms and the characters are all designed using simple shapes and icon pngs to create a minimalistic look that will allow the user to focus more on the story of the game and make it easier for users to understand what is happening in each state. Furthermore, I decided to add a map feature to the game to ease the user experience when having to navigate from one room to another while accomplishing the tasks. For the outside states, I decided to incorporate signs within each state to help the user navigate around Solomon Island.