

## **Interactive Environment Proposal**

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### **Abstract**

For my interactive project, I have chosen a topic that I think about almost everyday which is, why is there so much hate in the world? Now, that we have all the means of multimedia to explore the world around us, we are also able to explore the hate that exists today and in all kinds of forms. Through this project, I want to spark a realization of what is happening around us and provide with a choice of action to help and erase hate/actions of hate. The intended audience is anyone above the age of 15.

## Description:

Maya Angelou once quoted, "Hate, it has caused a lot of problems in the world, but has not solved one yet." I find it true in every way. My project, "**HELP not HATE**" is where I intend to bring the mentioned quote to life. I intend to provide different scenarios of hate crimes/actions that is happening around us with an option to help which is all it takes to make a difference.

Hate is a very strong word that carries a lot of power. It leads people to commit things that causes chaos and harm to others. From World Wars to school shootings, every act of violence is led with aggression. Psychologists say that the root of hate is fear. It is said that there is a lack of self compassion and self awareness that advances the fear which leads to hatred. It is then reflected through the actions of the individual. I believe that our existence on earth is for a limited time and that we all have to die someday. It is a truth that can neither be changed or controlled. The only thing what can be controlled is what we do or don't when we are still breathing. My aim for this project is to create a self realization of how can we help people who are suffering instead of just observing what is happening around.

Through my project I want to showcase an environment of chaos giving the user the ability to control it. There are many components to be tied in this project which is mainly the emotions such as fear, anger, sadness and on the other side there is prayers, hope and strength. I intend on bringing these emotions to life with the usage of audio and video clips of the stories around the world that suggests hate crimes and its aftermath. The physical components include weapons, destroyed buildings , billboards and sign boards with messages, cellphone and trash cans. The physical environment will have a character that is controlled by the player. I will mostly be adding assets from the Unity Asset Store and mixamo.

The environment I envision is a filthy urban environment with a gloomy sky to incorporate the components being used. I also plan on using an intense background music. In terms of the interactivity, I will add some NPC interactivity that will provide the user with choices to control the environment. Unlike the other video games that offer multiple weapons and stunts to combat the enemy, here, the user will be combating the environment of hate crimes through choices of actions to help with what is going on around the player. For example: putting the weapons in the trashcan, erasing hateful quotes etc. I might add other NPC in a form of a human who is crying. The user will then have a choice to help the character by choosing to listen or giving a hug.

My intended audience is anyone who is above the age of 15. The message I want to spread is simple, "HELP not HATE". I want the audience to realize that they have the capability to help people who are suffering around them.

My inspiration for this project is my belief in humanity and the world events that is occurring at this very moment. The Ukraine war, the Taliban attack, the Asian Hate crimes sparked during the pandemic, the domestic violence against women and so on upsets me to my core. I feel helpless most of times because it is happening and I don't know when it will stop. But I do know the answer is in the action. The player is required to clean up the world I am intending to create which is based on true events. More than anything it is the participation of the player in a virtual world to help make a difference. The slightest action of compassion can make a difference and when it is performed by a mass of people, there is hope. There is hope for humanity. And this is what I want the player to acknowledge and imply.

This interactive project will be distributed on itch.io as a web- browser based game. The title scene would consist of the title itself "Help not Hate" and would require the user to tap in the title itself to enter the game. I plan to use a bold font to emphasize the words making it loud. The background of the title scene would be plain black.

