

Let's Vote!

For my project I decided that I wanted to cover the topic of voter rights to encourage more people to go out and vote during the elections. The reason that I chose this topic was because of the relevance to our country especially with how the most recent election turned out and how states are rewriting some of their policies on voting to further restrict targeted groups of people. Voting should be a right given to every citizen of the United States, and one of the strongest ways that we can help take back voter rights is by voting at the polls. So in essence this game is designed to address this topic and help to inform the player of the truths about voting and why they should take it more seriously.

The reason I am choosing this subject matter is because I believe that it is a topic that everyone in our country should be educated on and reminded of even outside of voting season. And that's because voter suppression doesn't just appear during elections and becomes irrelevant by the time the final call is made, it's still there. And while everyone looks away, state governments are using that time to find more ways to suppress public votes in order to gain their own advantages. Georgia's new voter bill is just one example of how voter suppression is still enacted despite the great voter turnout of the last election.

The game itself is designed as a simple story collection puzzle game. The protagonist wakes up on election day and heads over to their local polling place only to find out that it's been blocked by bots, keeping people out from voting. The job of the protagonist is to explore and walk through the park interacting with the lost "truth" documents to debunk common myths on voting. Similarly in order to get all the documents, the player must also talk to other park goers who are unenthusiastic about voting and in turn encourage them to go and vote at the polls while they can. The end of the game is up to the player. You can choose to try entering the polls right away as they're still blocked and get a bad end, or you can search to educate the protagonist on voting truths and get a better ending.

Aesthetic wise I decided to go really simple. The assets were designed as a mock 2D RPG model type of approach, much like you would see from a 2D Pokemon game layout. I chose to keep the colors a bit on the muddy and muted side, to keep with an slight autumn theme where it's just at the point where everything is starting to become less vibrant as it does in the summer. Since my target audience for this is mainly young adults who are able to vote, I wanted to make it relatable and familiar which is why I stuck with a neighborhood/park setting and younger looking NPCs so it can relate more to the audience and their experiences.