Social Justice Topic:

The topic I wanted to focus on for social justice was animal welfare, particularly stray and abused animals. I chose this issue because I personally care about animals immensely and wanted there to be a game that people could play to help find these animals and bring them to safety. There are more homeless animals than people in the United States which is crazy to me personally. Considering the amount of homeless people in San Francisco alone there are tons of homeless animals as well but we don't really focus on that.

I also find this to be a huge issue since almost 1.5 million stray animals are euthanized each year! If only all of us could take in a stray or rescue animal but pets are hard to care for and take a lot of attention. On top of that some of these abused animals, known as "rescues," may find homes but it's hard for them to trust their owners. More often than not owners are forced to give the rescues back due to behavioral differences. Some small things people can do to help out these stray and abused animals are: adopt a rescue, put out water bowls for these animals, take a stray to the shelter so they can find a home.

The project:

I made a game called Chase's Animal Rescue where the user plays as a little German Shepherd named Chase. Chase's goal is to find all the stray and abused animals throughout the park (across the street from the shelter where he works) and complete all the mini challenges throughout the game. In the project itself I used keyboard input, clickable buttons, the timer class, and the play class. The mini challenges require the user to use keyboard input and so does moving chase throughout the game, to collect

an animal you simply go up to the animal and touch it. After completing all the mini challenges and collecting all the animals a you win screen will display.

Project Overview:

I wanted to make this game cute and fun so that the user is engaged throughout. I used keyboard input and clickable buttons so it's clear to the user how to move the characters and how to go from state to state. When I first received this project I wanted to make it a game for children to bring awareness to the younger generation that there is a problem with stray and abused animals which is why I drew the animals how they are drawn and why the backgrounds are drawn in a more cartoon style. After creating the game I realized that this game is fun for adults as well and by making the game this simple so that a child can play it, it allows for little confusion while playing and makes sure the user can win every time. I made it this way deliberately to show that it's easy to help stray and abused animals you can "win" every time.