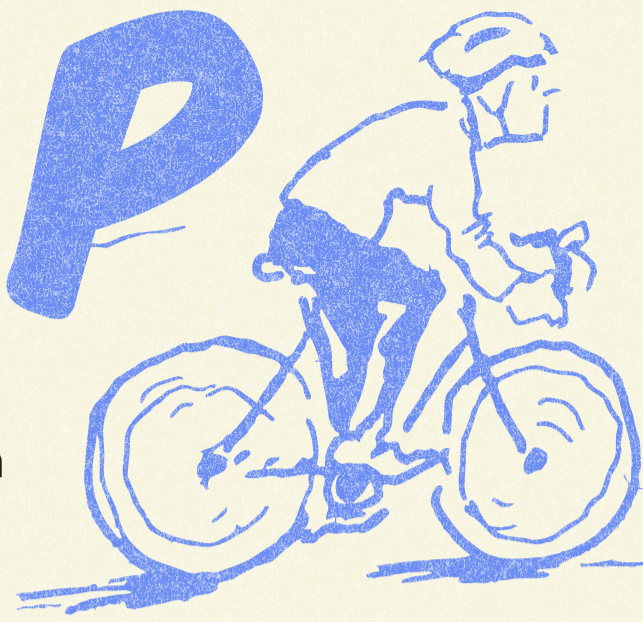


WHO GETS HELP



INTRODUCTION

The game is a linear, day-based narrative experience where players move through environments, interact through dialogue, and follow a structured crowdfunding verification process supported by a phone-based app interface.

BACKGROUND

Where the idea comes from

- This project is inspired by a Chinese medical crowdfunding app. After following many real cases and public discussions, I realized that medical crowdfunding is not just about kindness or helping people in need.
- Behind each fundraising page, there are social classes, personal networks, and business rules quietly shaping who gets help and who doesn't. What looks like a simple act of compassion often turns into a complicated system with unfair outcomes.
- This game is my attempt to show those hidden conflicts, not by telling players what to think, but by letting them experience the system themselves.

Problem One: Help depends on who you know

- In reality, whether a medical fundraiser succeeds often depends on how far the story can spread.
- This leads to a strange situation:
 - People with larger and wealthier social networks can raise a lot of money, even if they are not the poorest
 - Families who truly cannot afford treatment often struggle to raise much, because the people they know are also struggling
- As a result, medical crowdfunding sometimes does the opposite of what it promises: those with more resources get more help, while those with fewer resources are easier to ignore.

Problem Two: Kindness becomes a paid service

- Because visibility is so important, a group of “fundraising promoters” has appeared.
- They offer to:
 - Take photos and videos
 - Write emotional stories
 - Promote campaigns through their own channels
- In return, they take a large cut of the money raised. This creates a deeply uncomfortable situation: Without promoters, many low-income families raise almost nothing. With promoters, they raise more—but lose a large part of the donations. Donors believe their money is helping a patient, without knowing how much is taken as a “promotion fee”
- It becomes hard to say who is right or wrong. Instead, it shows a harsh reality: when attention has a price, even being seen becomes something you have to pay for.

A system that works, but slowly loses trust

- There are other long-term problems as well:
 - Crowdfunding platforms are businesses, but many people expect them to be purely charitable
 - Fake campaigns, exaggerated stories, and scams have made people more cautious about donating
 - As trust decreases, those who truly need help face even higher barriers
- The system keeps running, but trust keeps shrinking. And once again, the weakest people pay the highest price.

What this game focuses on

- This game does not try to give answers or moral judgments. Instead, it lets players experience:
 - How visibility and money are connected
 - How good intentions can be reshaped by systems and incentives
 - How “doing the right thing” becomes harder when every option has a cost

Summary

This project examines how medical crowdfunding, originally designed to help the most vulnerable, becomes a system where social class, visibility, and market logic reshape the meaning of charity and turn compassion into a tradable resource.

GAME MECHANICS

Day-based Linear Progression

- The game progresses in a fixed order: Day 1 → Day 2 → Day 3
- Each day is a self-contained, fixed-length experience
- At the end of each day, the game automatically saves
- Players cannot freely rewind or replay earlier days

Purpose

- Controls the pacing of the experience
- Emphasizes that time only moves forward, instead of encouraging trial-and-error

Scene Movement and Event Triggers

- Players control the character moving through environments such as streets
- Approaching specific locations or NPCs triggers dialogue or events
- A minimap on the left side provides basic navigation support

Purpose

- Provides a minimal sense of space and movement
- The focus is not exploration, but reaching specific points where events occur

Dialogue-driven Progression

- The core interaction is talking to NPCs
- Dialogues include choices that affect the order of information or the flow of conversation
- Dialogue outcomes are used to advance the process, not to give immediate rewards

Purpose

- Players make decisions mainly through what to say, what to ask, and how to respond
- The pressure comes from uncertainty, not from complex rules or numbers

Procedural Workflow Experience

The overall gameplay resembles a structured work process:

- Entering a location
- Verifying information
- Recording or submitting data
- Waiting for feedback

The flow is frequently interrupted by UI panels, confirmations, and process step.

Purpose

- Deliberately preserves a sense of procedure
- Allows players to feel the rhythm of an institutional system rather than a smooth or “fun” flow

GAME MECHANICS

Phone System: Crowdfunding App Interface

Case Profile

- The phone simulates a medical crowdfunding app
- Each case page displays:
 - Basic information about the fundraising family (family members, illness description)
 - Current fundraising progress (raised amount / target amount)
 - Brief background information provided by the system or story

Purpose

- Makes the subject concrete rather than abstract
- Clarifies that the player is dealing with a real case being reviewed and circulated

Fundraising Progress

- The app shows the current fundraising status
- Progress changes over time and through story progression, not through manual player actions

Purpose

- Provides visible outcomes that the player cannot directly control
- Reinforces a sense that events are unfolding beyond the player's direct influence

Required Documents List

The app clearly lists required materials for fundraising, such as:

- Identity documents
- Medical certificates
- Family background statements

Each item has a status indicator:

Not submitted / Submitted / Has issues (if implemented)

Purpose

- Turns an abstract process into concrete, understandable steps
- Shows that fundraising is not a single action, but a series of required procedures

Process-oriented, Not Task-oriented

This is not a traditional to-do list

Players are not completing "tasks" for rewards

Instead, they are following the predefined workflow of a crowdfunding platform

More accurately:

The app shows:

- Which step the process is currently in
- What materials are still missing
- Whether the system allows the process to continue

Purpose

- Reinforces the feeling that the platform's rules control everything
- The player cooperates with the system rather than controlling it

Menu and Save System

Main menu: Start / Continue / Quit

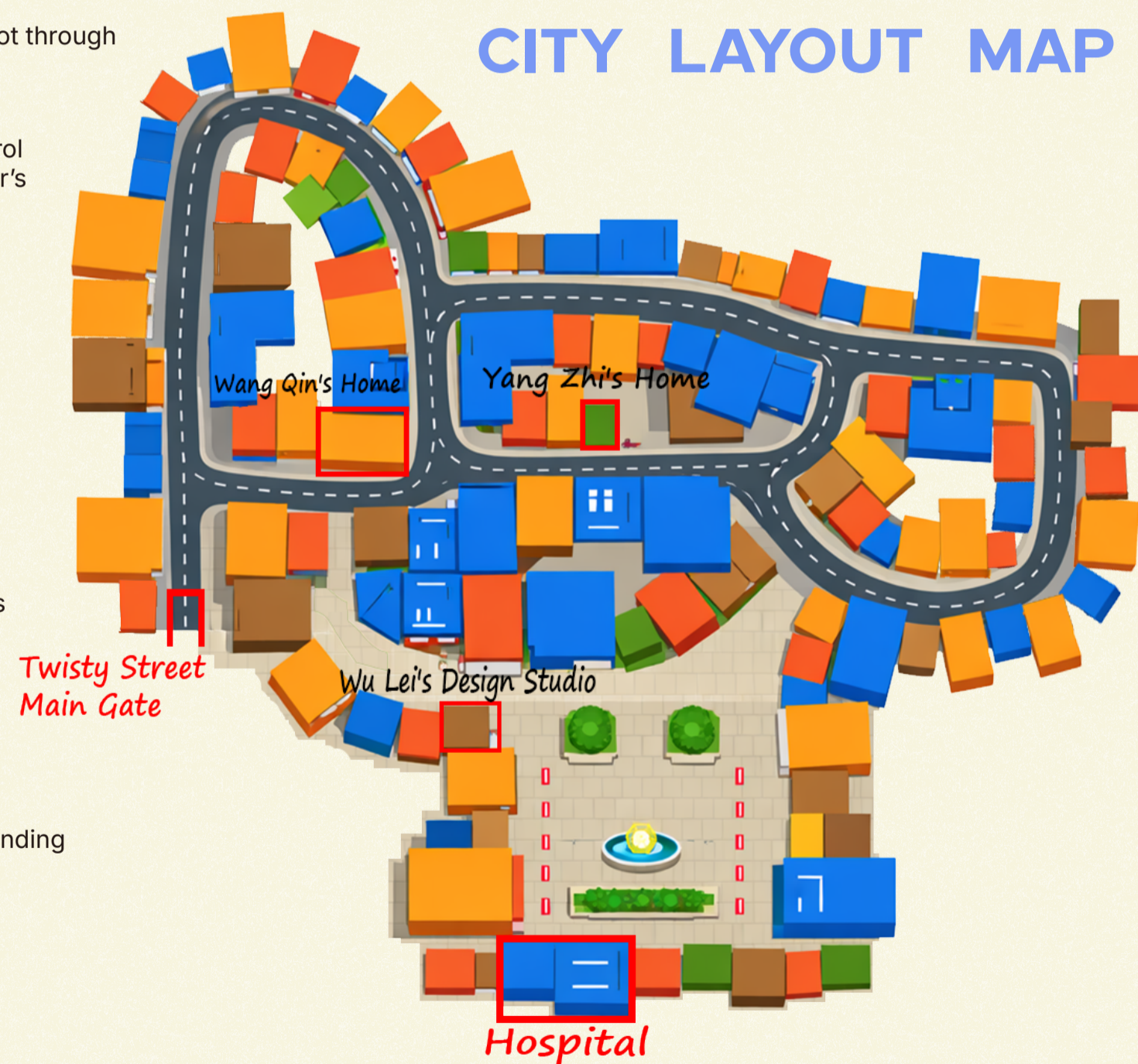
"Continue" leads to save slot selection

In-game menu allows returning to the game, loading saves, or returning to the main menu

All actions that would cause progress loss require confirmation

Purpose

- Keeps functionality clear and transparent
- Does not encourage repeated trial-and-error, but allows players to accept responsibility for their choices



DIALOGUE SCRIPT AND PROJECT FLOWCHART

Download Link:

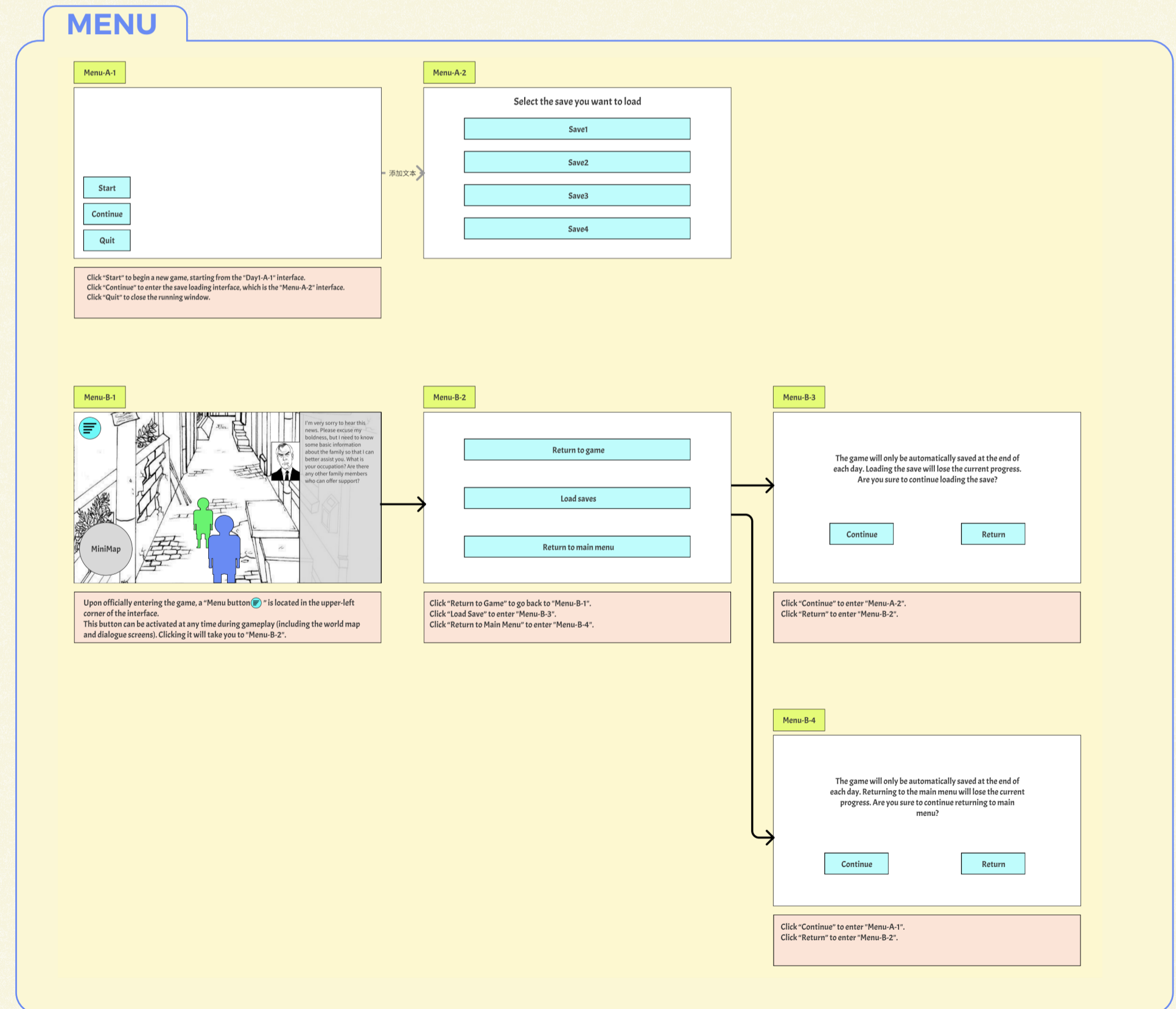
<https://drive.google.com/drive/folders/1wcdrkOEJQDFPKBmCD9QULujs4lhmbTSc?usp=sharing>

FLOWCHART

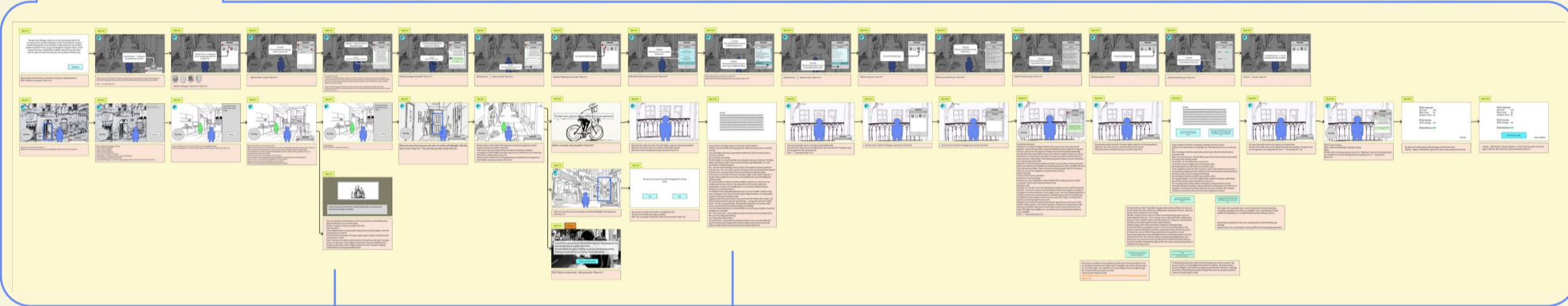
The flowchart includes the game's main menu as well as the complete gameplay flow from Day One to Day Four.

The game follows a linear, day-based progression structure. Throughout the narrative, players are required to make continuous choices, with different decisions leading to different story paths and endings. Certain key choices can trigger an immediate ending and conclude the game.

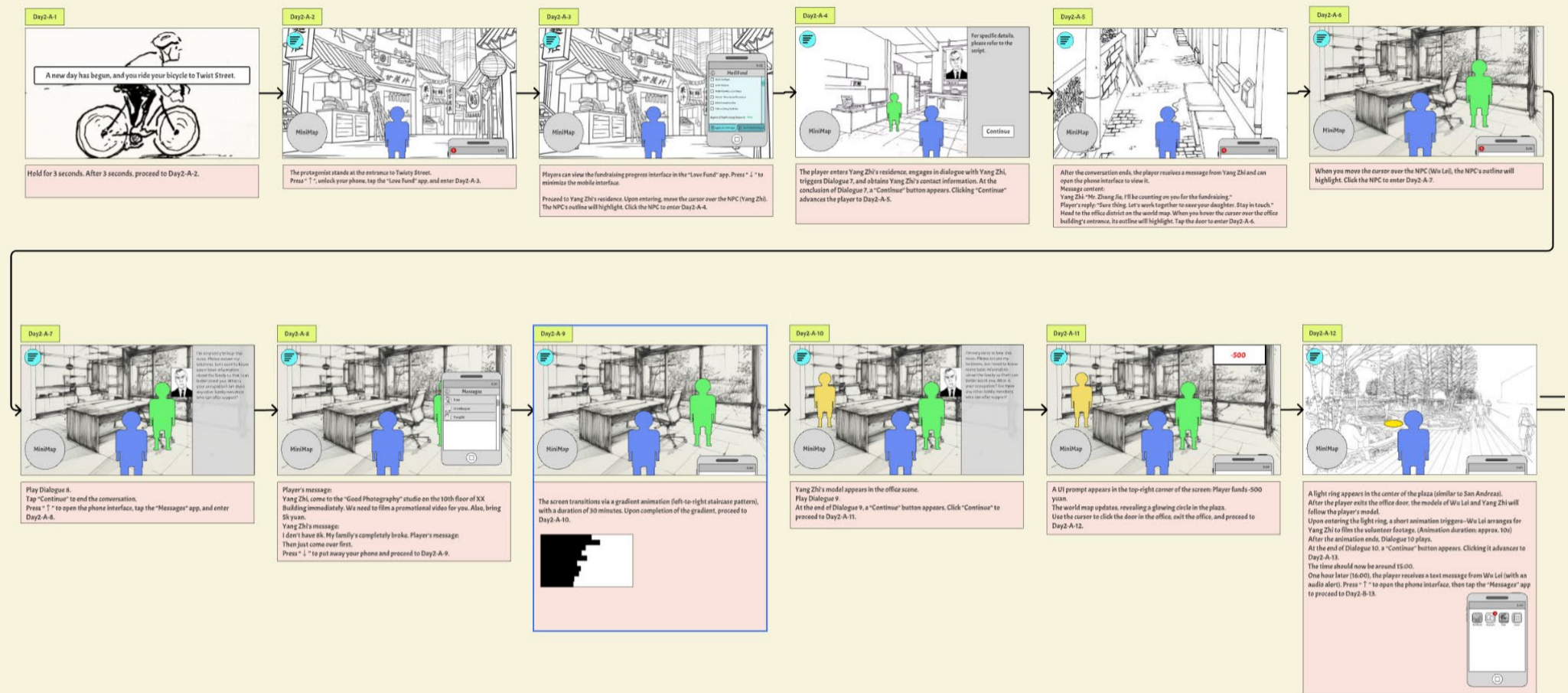
During gameplay, players must pay a fixed daily living cost to survive. Some narrative choices may reduce the player's money, and if the player is unable to afford the daily living cost during the end-of-day settlement, the game enters a failure ending — the player is forced out of their rented apartment due to inability to pay rent.



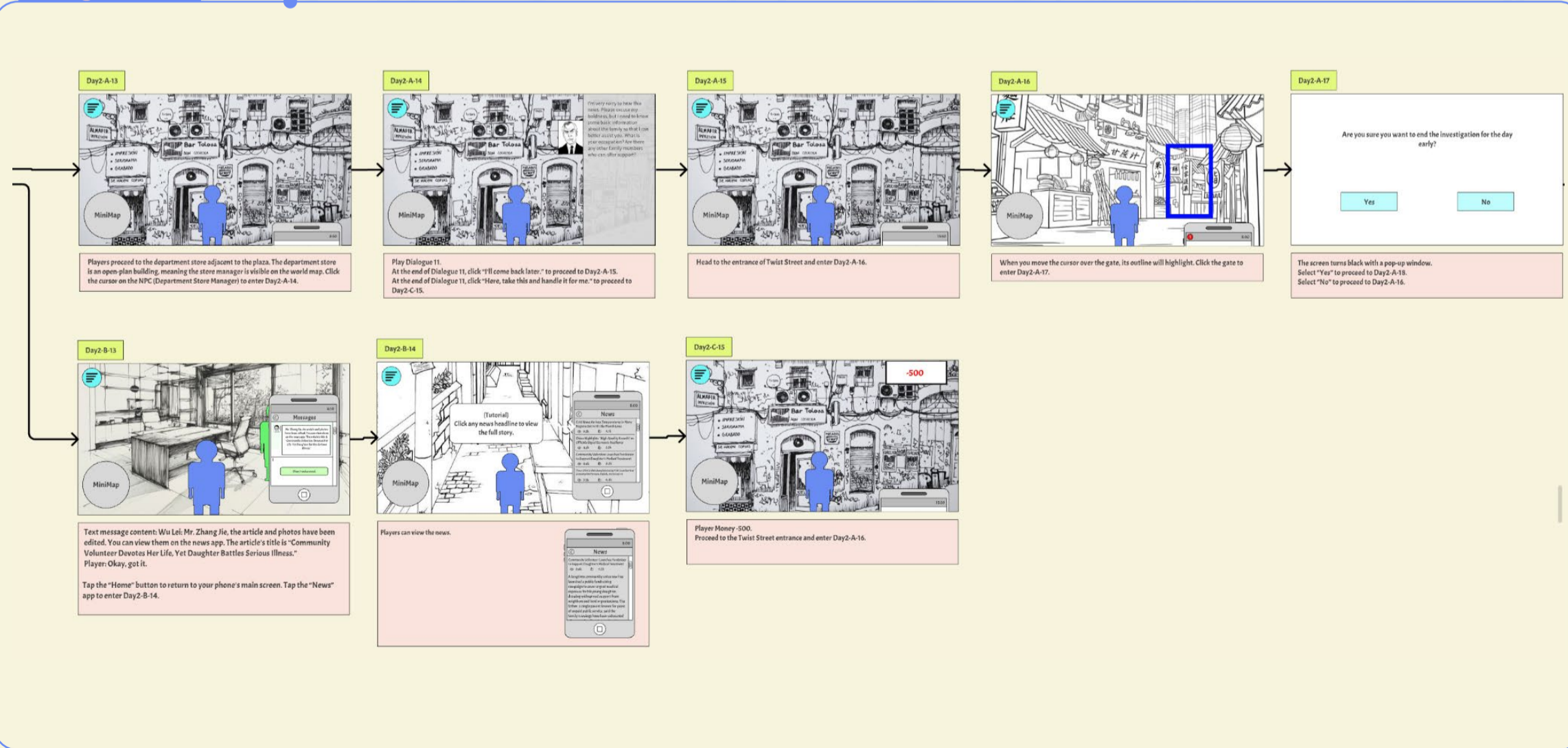
Day-2



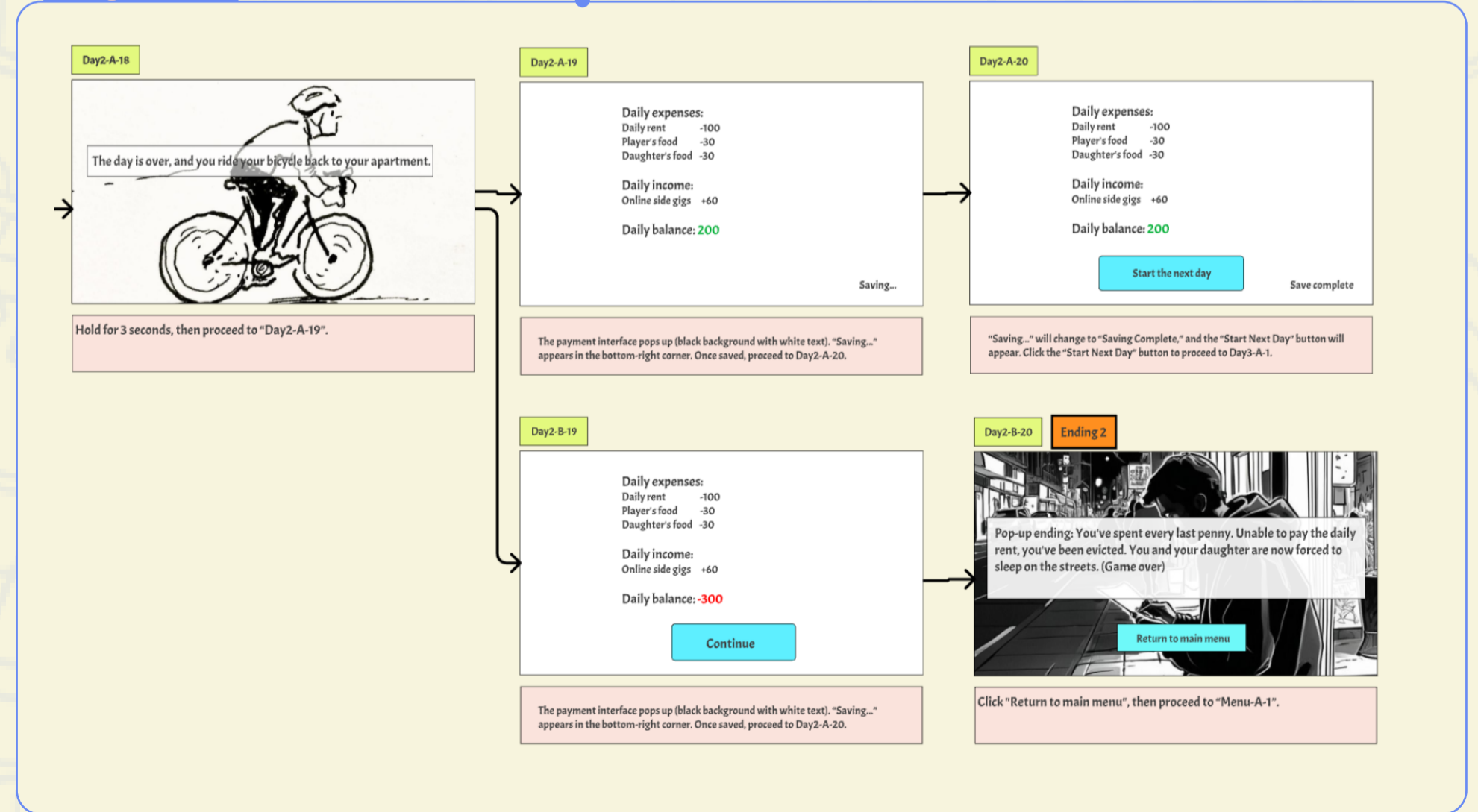
Day2-A



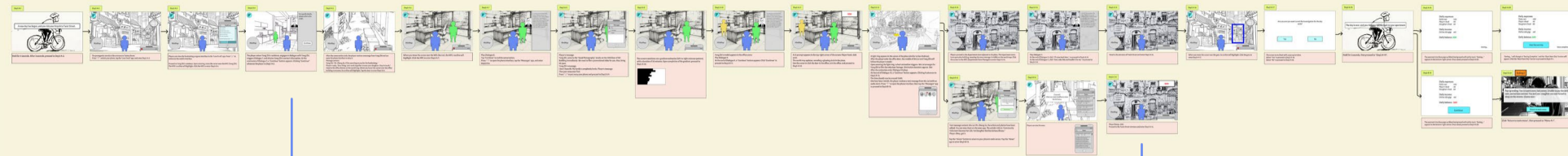
Day2-B-1



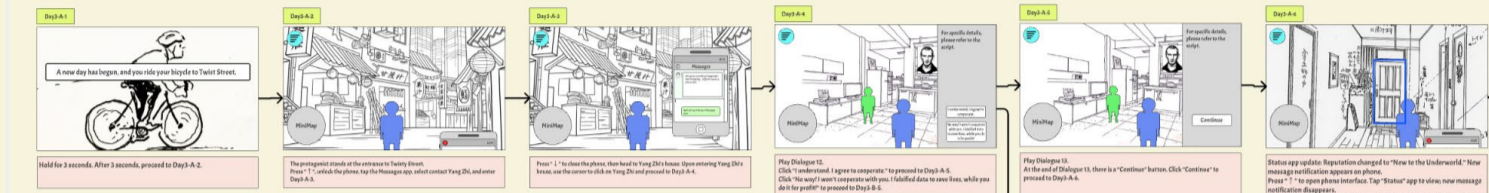
Day2-B-2



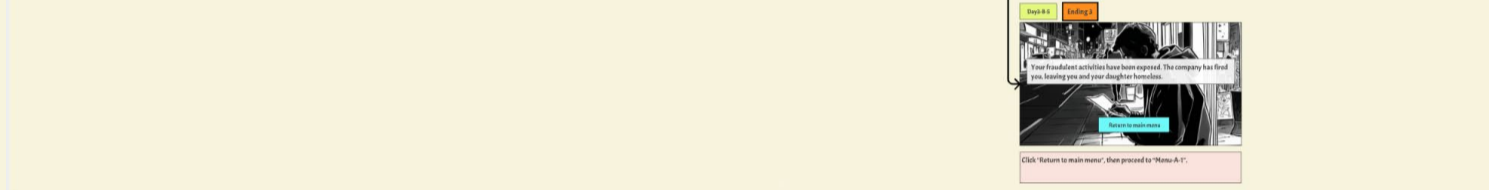
Day-3



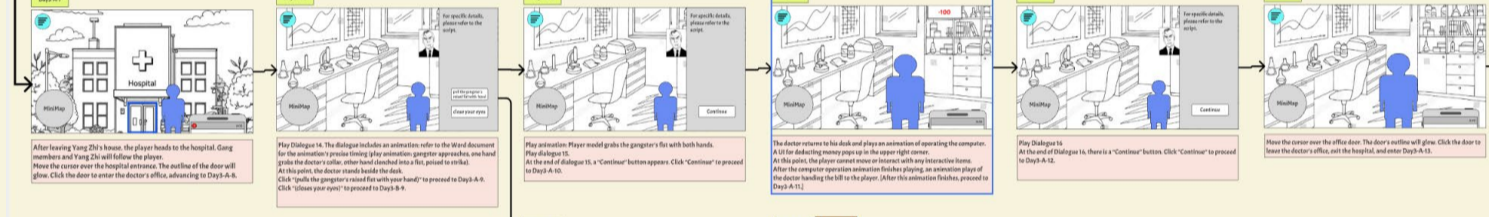
Day3-A-1



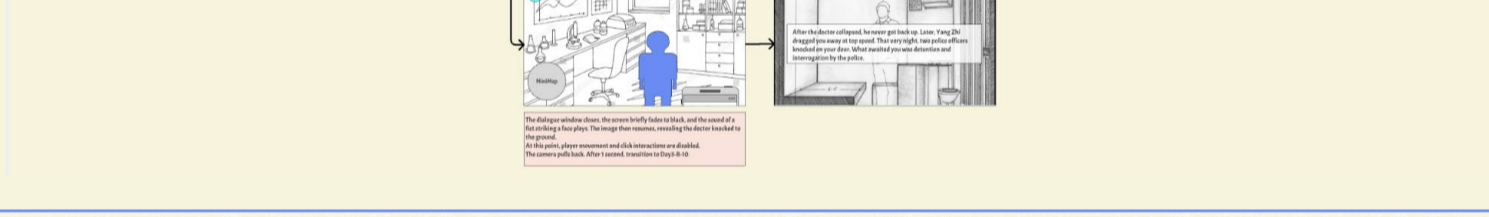
Hold for 3 seconds. After 3 seconds, proceed to Day3-A-2.



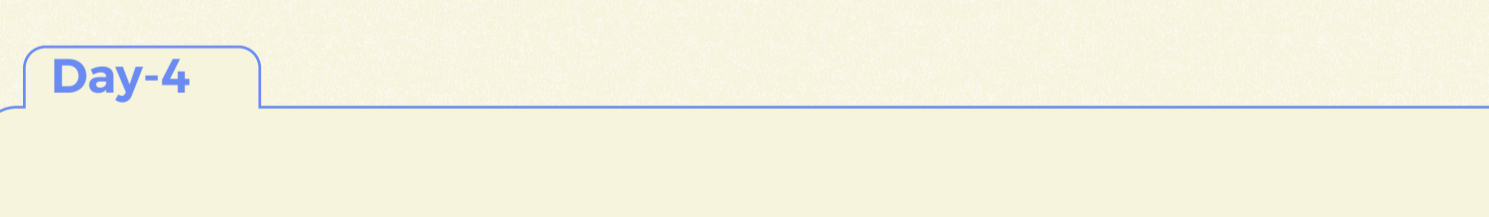
Hold for 3 seconds, then proceed to 'Day2-A-19'.



The payment interface pops up (black background with white text). "Saving..." appears in the bottom-right corner. Once saved, proceed to Day3-A-20.



The payment interface pops up (black background with white text). "Saving..." appears in the bottom-right corner. Once saved, proceed to Day3-A-20.

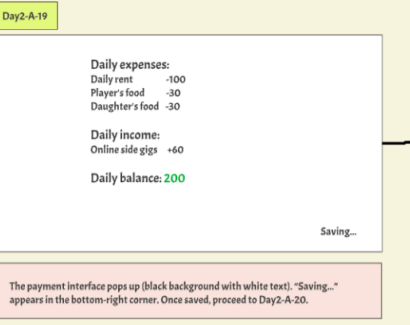


Click "Return to main menu", then proceed to "Menu-A-1".

Day3-A-3



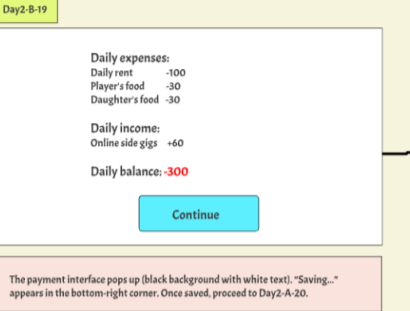
Hold for 3 seconds, then proceed to 'Day2-A-19'.



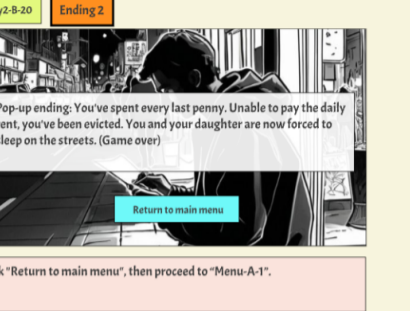
The payment interface pops up (black background with white text). "Saving..." appears in the bottom-right corner. Once saved, proceed to Day3-A-20.



"Saving..." will change to "Saving Complete," and the "Start Next Day" button will appear. Click the "Start Next Day" button to proceed to Day3-A-1.

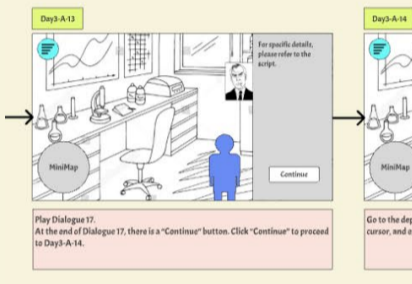


The payment interface pops up (black background with white text). "Saving..." appears in the bottom-right corner. Once saved, proceed to Day3-A-20.

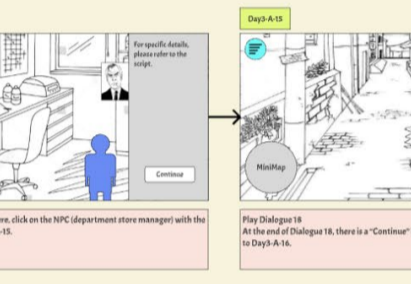


Click "Return to main menu", then proceed to "Menu-A-1".

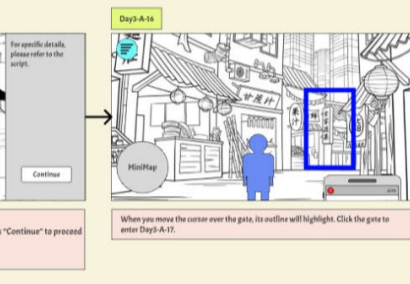
Day3-A-2



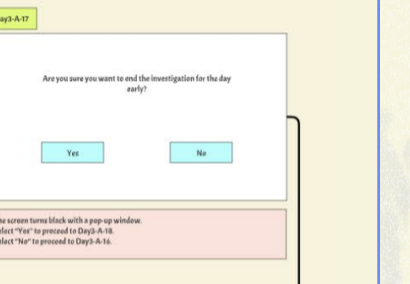
Hold for 3 seconds, then proceed to 'Day3-A-11'.



Hold for 3 seconds, then proceed to 'Day3-A-12'.



Hold for 3 seconds, then proceed to 'Day3-A-13'.



Hold for 3 seconds, then proceed to 'Day3-A-14'.



Hold for 3 seconds, then proceed to 'Day3-A-15'.

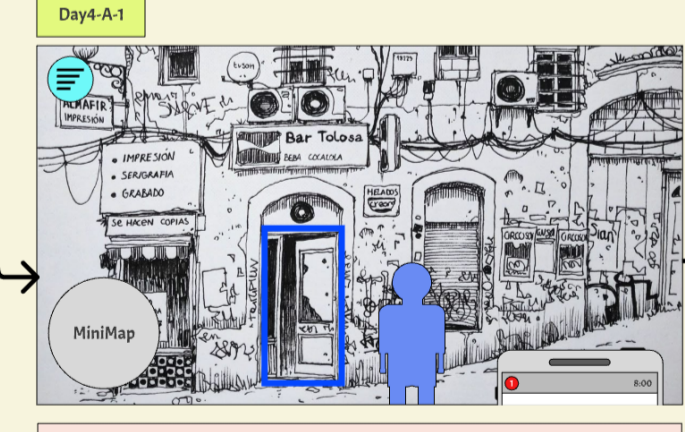


Hold for 3 seconds, then proceed to 'Day3-A-16'.

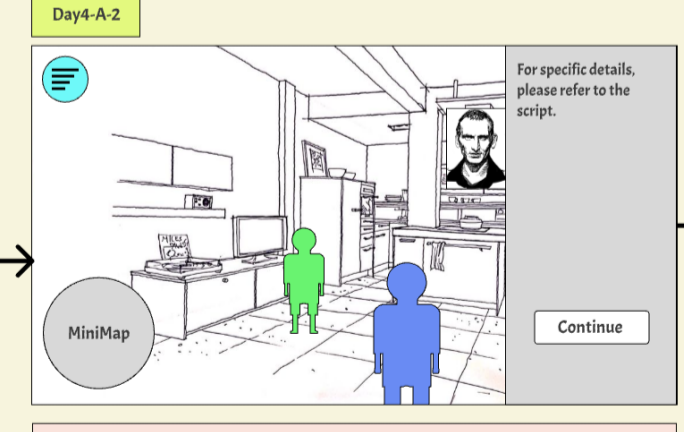
Day-4



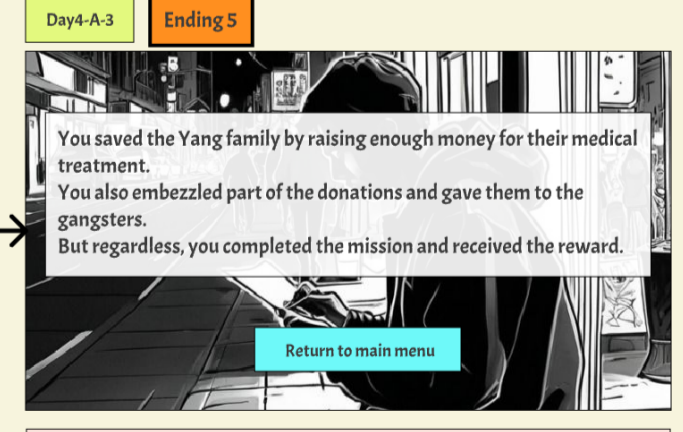
Hold for 3 seconds. After 3 seconds, proceed to Day4-A-2.



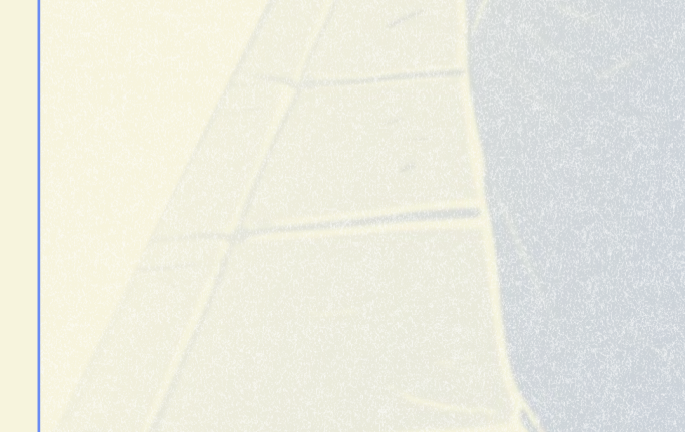
Go to Yang Zhi's house. When you move the cursor over the door, its outline will highlight. Click the door to enter Day4-A-2.



Play Dialogue 19, which contains an animation: Play animation: A light chuckle. See Word document for details. At the end of Dialogue 19, a "Continue" button appears. Click "Continue" to close the dialogue. Received a new message on your phone. (Accompanied by a sound notification) Status App: Reputation status updated to: Gang Core Member. Press "↑" to open the phone interface and view details. Use the cursor to click on Yang Zhi's door and enter Day4-A-3.



Click "Return to main menu", then proceed to "Menu-A-1".



Click "Return to main menu", then proceed to "Menu-A-1".



Click "Return to main menu", then proceed to "Menu-A-1".



Click "Return to main menu", then proceed to "Menu-A-1".



Click "Return to main menu", then proceed to "Menu-A-1".



Click "Return to main menu", then proceed to "Menu-A-1".