

Homeless Simulator

"Spent" is a simulation game that forces players to make the tough decisions that can lead to homelessness. Created by Urban Ministries of Durham and the North Carolina-based ad firm McKinney, the game is intended to create awareness and empathy for the homeless. "One of the key challenges to the game is broaden our understanding of who the people are who are homeless ... and how easy it is for people who may even be working or recently laid off but not chronically homeless to fall into this situation," said Nelson, who spoke with ABC's Sharyn Alfonsi in today's Conversation. The questions in the game were based on real-life experiences of people served by UMD, which maintains a homeless shelter that has housed over 1,000 people in the last year. The organization hopes the game will help it raise funds to support its efforts. Hobson's choice is a game about homelessness and how difficult it is to get off the streets and leave the situation of homelessness. The game is text based and gives students opportunities to make choices that an average homeless person would have to make. There are several outcomes and possibilities that are possible. It allows students to see their current situation, gives them realistic choices to try to solve the situation, and then tracks all their decisions in the game. The National Alliance to End Homelessness does not provide direct services such as housing or case management. If you are homeless or at risk of becoming homeless, please contact your local 2-1-1 hotline or learn about other resources on our How to Get Help page. **CHANGE: A Homeless Survival Experience** is a homeless survival simulator. The premise of the game is to escape the harsh reality of being homeless by getting a job and eventually saving up to get a home. The player may undertake addictions, depression and other maladies in the game. "*CHANGE is predominantly a rogue-like experience about escaping to a new life. Each playthrough will be different and every failure leads to unlocking more things in your next run...*"*Note: While this game has the intention of portraying the reality of the homeless, various aspects of sleeping rough have been abstracted for the sake of gameplay.*" The gaming market is always looking for new niches that will help young developers make more money. Popular simulator games have always been interesting for old and new players ever since Pizza Tycoon was released almost thirty years ago. Today, we have driving simulators, hotels or casino simulators, and even hunting or fishing sim games. Space simulator games are a genre of their own, but no one was expecting where this genre will go next when homeless survival games started to come out. It is like zombie apocalypse survival but without zombies, and one needs to beg, steal, or scrap for food to make ends meet, and it is already an instant classic. We all loved Tycoon series games and especially political simulators like Democracy, but these are all grand scale titles where the little man seems almost invisible. Developers worldwide felt that so they gave us trucking sims plus fishing and hunting titles that introduced some first-person perspective into this genre. Launching the Sims series gave new meaning to the sim genre showing that even life can be recreated or re-enacted with new storylines over and over. Players loved it, and these titles became some of the best-selling in gaming history. It was time for us to dig deeper and merge the survival genre with a sim of some sort. The main character in the Change strolls through a gritty and tough city trying to rise from rags to riches by escaping his homeless lifestyle. It sends a powerful message about those left on the bottom who live in the shelters, steal their food, or beg for money. You will have to do all these things to earn experience points and become skilled at surviving on these streets. One can even choose to start this game as an addict, mentally ill individual, or an abandoned war veteran. If you prefer some first-person perspective, try playing Hobo, a homeless simulator that has that Fallout vibe of roaming through abandoned buildings, picking all useful items, and using them carefully. It lets you interact with people and objects, plus it is very realistic with decent graphics for an independent game. The most interesting feature of this game is trading stolen items or just hustling other people into giving you what you need at the moment. If you ever find yourself in a situation where you have to steal or scrap for food, or beg strangers for some money, you would have felt pretty bad, but gaming makes it fun. Suddenly, making cardboard shelter boxes or getting small changes to get through this day becomes a survival adventure with a clear goal and strategy. There is some strange gratification in homeless survival or just satisfying basic needs for food, water, or sleep. This is what developers are aiming for, the fact that most players are goal-orientated, whether it is a first-person shooter or a homeless reality game. The key is to make it fun or interesting, or just intriguing. Another very satisfying moment for every gamer is a profound realization of how privileged or happy he is not to be homeless like many others. We take many things for granted, like having a place to sleep or having enough food in our fridges. Sometimes, people forget that life can be a pure survival without mercy where one must fight to maintain basic necessities. That is perhaps why these new sims have gained so much popularity among gamers who got used to luxury that we take for granted. They just experience shock or some adrenaline rush by acknowledging the fact that something like this may happen to them in their future. Perhaps we are a little bored after all with all the new titles in our gaming industry and we are just hungry for some new or interesting experiences. If you are tired of all those shooting games and grand strategies, try something new like homeless life from the first-person perspective. You may be surprised how much you will enjoy it, even though being homeless is certainly not something you aspire to in your life. It is just a game so enjoy it, if nothing else because of the sheer joy of not having to be homeless yourself. There are plenty of buildings for you to go into. Each offers something that can help or even hinder your progress. A homeless shelter is pretty self-explanatory and offers you food and shelter for when you need it. Shops sell all sorts of goods, food, clothing and more. Market stalls may offer some great deals on cheaper items. You can go to a library and do some studying. Restaurants are used to buy food from, or sometimes you can ask for any leftovers. There is a bank where you can deposit your money for safekeeping. Still, you need a residence first and for that, you need to be a regular at one of the homeless shelters and use it as a residence. See, each of the buildings will have its own rules and regulations. For instance, a homeless shelter may only allow women and children in, it may have a strict curfew, it may give you happiness or food bonuses. Then again, it may not. The randomly generated city that the game takes place in means that every single run of this rogue-like will be different. Not just the layouts of the streets but the building themselves and what they offer will always change. Coupled with the multiple characters, a multitude of items and various scenarios, this game gives you thousands upon thousands of possible different ways to play. **CHANGE: A Homeless Survival Experience** may not be a 100% realistic simulation as to what it is actually like living on the streets but it definitely highlights many of the problems that homeless people face every day. From simply being ignored by passers-by to falling into drug addiction. This is a harsh game and, very often, a bleak one too. **CHANGE** is a title that gladly tells you that not everything is sunshine and rainbows, then proceeds to keep reminding you of that fact regularly. This is a very downbeat and heart-rending title. But I tell you what, after so many failures, after seeing that game over screen so many times. When I did finally get my character off the street and into their own rented home, I felt amazing.



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