



Announcing Beta Release of Immigrant's Nightmare Mobile Game App

Young Entrepreneurs create mobile app highlighting the struggles of immigrants and refugees entering the US in current political climate.

GREAT FALLS, VIRGINIA, UNITED STATES, November 4, 2016 /EINPresswire.com/ -- Two school-aged young entrepreneurs, Aidan & Daniel announce the release of their first social-good focused game, [Immigrant's Nightmare](#) for mobile devices. Immigrant's Nightmare focuses on the challenges faced by immigrants and refugees trying to enter the United States in a future where the country is surrounded by a physical wall similar to what a certain presidential candidate has proposed to be built on the US-Mexico border. The game is actively seeking crowdsourcing in order to augment its mobile app's user interface (UI) and in-game features on [GoFundMe](#). Please visit the game's GoFundMe page for more information: <https://www.gofundme.com/ImmigrantNightmare>.

The goal of the game is to be the first immigrant to enter a future America that is surrounded by an anti-immigrant wall. At the beginning of each person's turn, players collect a chance card. Each chance card will give a different opportunity or movement on the game board. When a player reaches the wall, they will be assessed based on those skills/assets to see whether or not they qualify under immigration rules to enter the United States. However, this assessment only applies to players who attempt to enter the US legally. A player can also enter the US by getting a chance card stating "Go through a tunnel to America", representing the challenges many without a visa face to enter the United States. Either option gives a player the chance to win the game.

"Immigrant's Nightmare came about after I was given a school assignment to create a board game," says the game's creator Aidan, age 10. "We were being bombarded by news stories that made out immigrants to be bad for America. This led to my brother and I to create Immigrant's Nightmare to show his classmates what would happen in a world where the new president builds a wall to keep immigrants and refugees out," says 14 year-old Daniel, Aidan's brother and the game's primary business analyst. In the game, players contend with future, fictitious president "Benjamin Montana" who builds a wall to limit immigration.

"It was important to me as an immigrant to support my sons in their project to better educate people about the challenges and potential dangers of implementing the policies we are hearing about on the news. I am proud of them," says Sarah Photowat, Aidan and Daniel's mom who is an immigrant from Iran. Audience and market segments for the game include sociology and political sciences classes at institutions of higher learning, as well as social activists and immigration reform advocates.

Aidan and Daniel hope to highlight the struggles facing immigrants entering the US through their game. "The game reminds us that all of us were immigrants at some point," says Aidan. "I hope this game will help us come up with proactive solution rather than building a wall," states Daniel. Please visit the game's GoFundMe page for more information:

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