# DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

## B.TECH MINI PROJECT PROPOSAL

| Sl No | Contents | Details |
|---|---|---|
| 1 | Number of students in the group | 4 |
| 2 | Name of the students with registration number | Albert Trovan Fernandez   SJC21CS018<br><br>Arun S Thomas                SJC21CS034<br><br>Christin Sunny              SJC21CS044<br><br>Danny M. Paul               SJC21CS045 |
| 3 | Area of project work | In designing a game to educate children about their child rights, several key areas of project work need consideration:<br><br>● Game Mechanics<br>● Age Appropriate Content<br>● Educational Content Coverage<br>● Comprehensive and Interactive Learning<br>● Storyline and characters<br>● Visual and Audio Elements<br>● Accessibility and User Experience |
| 4 | Tentative title of project work | Rights-Quest |

| 5 | Abstract of project work | "Rights-Quest" is an innovative educational game designed to empower children with knowledge about their fundamental rights in a fun and engaging manner. Developed with the aim of promoting awareness and understanding of child rights, the game features immersive gameplay, captivating storytelling, and interactive learning experiences.

In "Rights-Quest," players embark on a quest to explore the world of child rights through a series of challenges, puzzles, and decision-making scenarios. Guided by a diverse cast of characters and accompanied by vibrant visuals and immersive sound design, players navigate through different levels that cover a wide range of child rights topics, including education, health, protection, and participation.

Through compelling narratives and relatable scenarios, "Rights-Quest" fosters empathy and understanding among players, encouraging them to actively engage with and reflect upon their rights and responsibilities. |
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