

# *ENSE 805 - Project Presentation*

Community Animal Safety Video Game

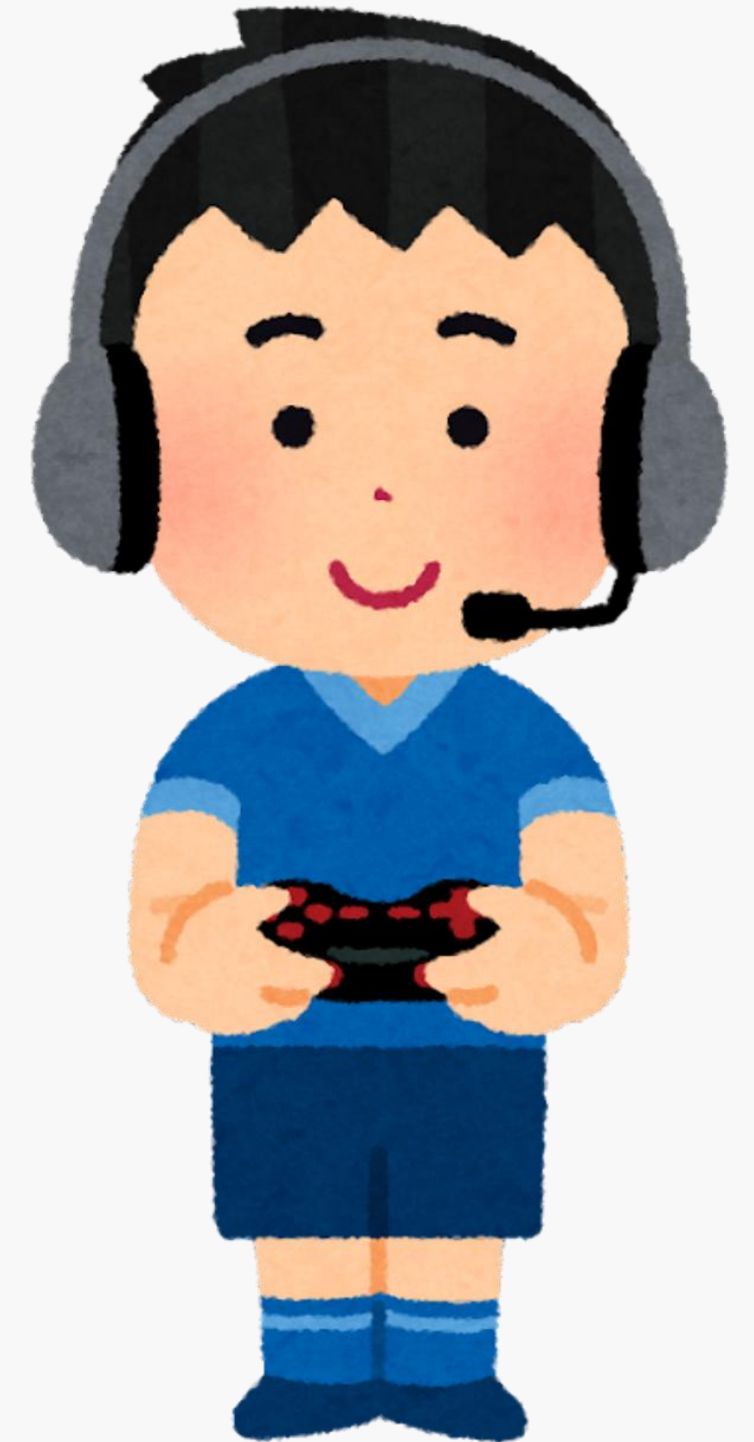
24 March, 2025

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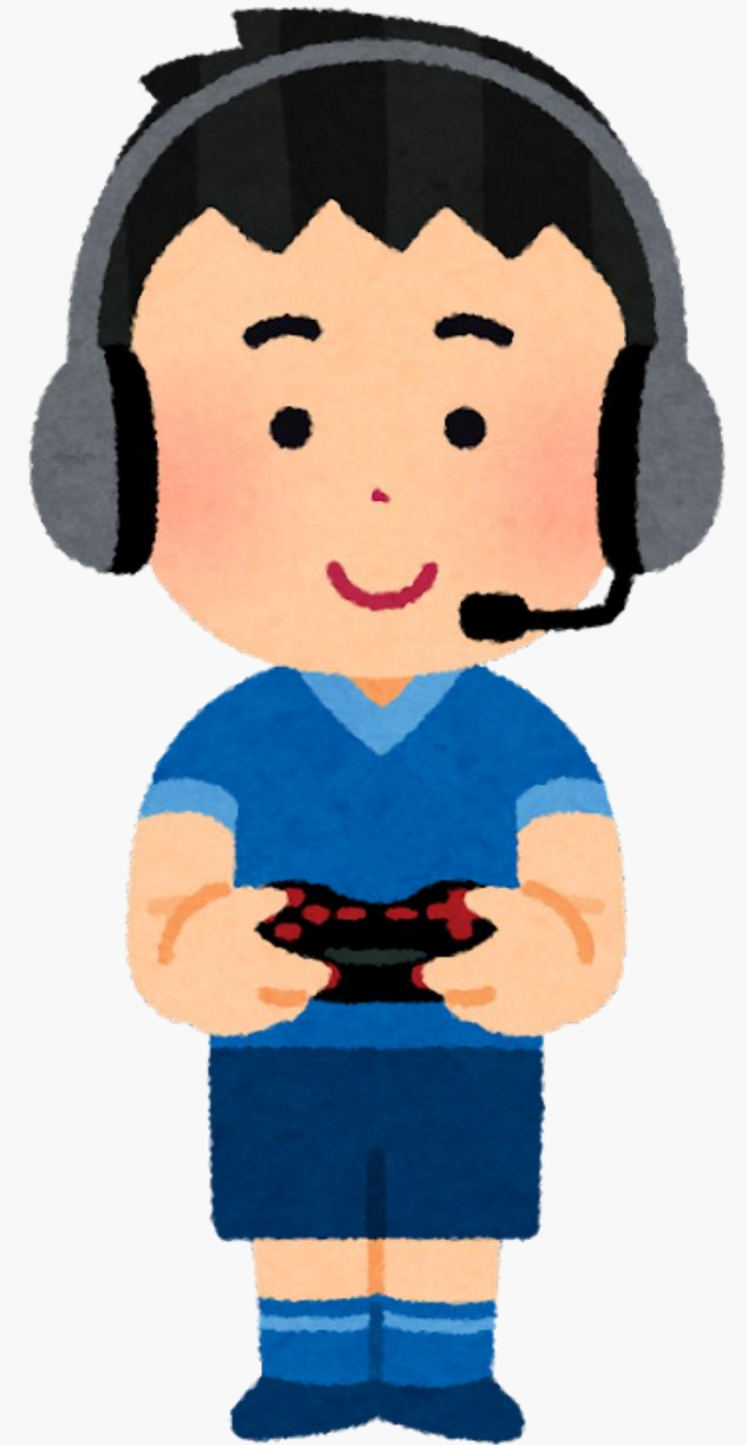
# *Achieved Last Time Technical Side*

1. Implemented the Dog on a Leash chapter with multiple interaction paths.
2. Integrated player choices with corresponding feedback in Godot 4.
3. Added sound effects to improve immersion and gameplay cues.
4. Resolved the 'E' key interaction issue, ensuring smoother controls.



# *Achieved This Week Technical Side*

1. Developed the coin system to reward players for correct decisions.
2. Focused on refining Chapter 1, improving animations, interactions, and player guidance.
3. Started creating the game intro video to enhance storytelling and provide clear instructions for players.
4. Improved audio cues to enhance immersion and ensure better learning feedback.



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- *Demo*





# *Achieved Last Week On Research Side*



1. Improved the Introduction section.
2. Completed the Literature Review section.
3. Progressed with the Methodology section



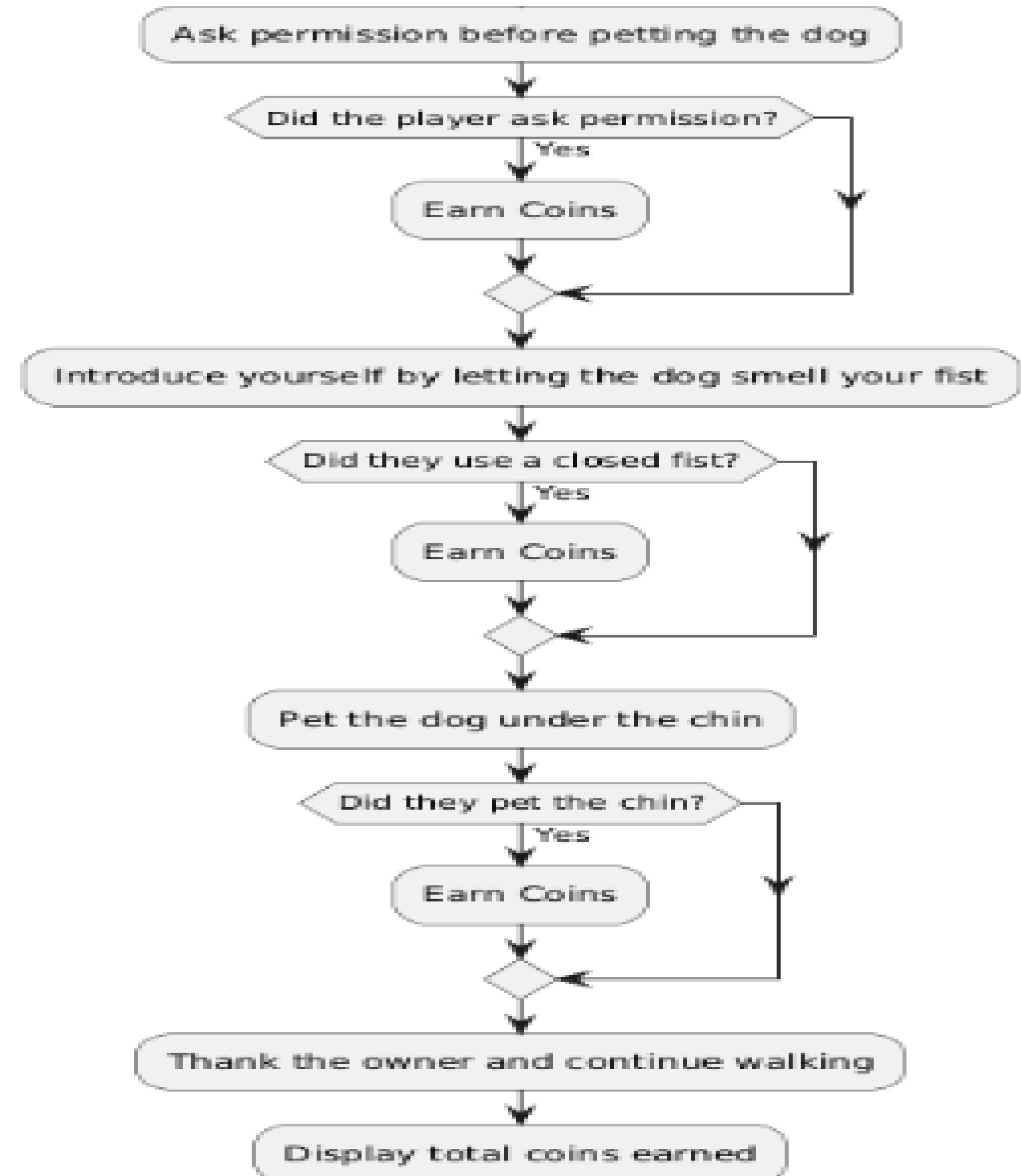
# *Achieved This Week On Research side*



1. Revised the Methodology section with improved explanations and structured content.
2. Developed the Learning Outcomes and Reward System section with an integrated flowchart to enhance understanding.
3. Added a dedicated Drawbacks section to highlight limitations and possible areas for improvement.



# *Understanding Reward System*



# *Paper Showcase*





# ***What Next ?***

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1. Conduct a comprehensive review of Chapter 1 to ensure all interactions, animations, and transitions align seamlessly.
2. Perform final debugging to improve overall gameplay flow.
3. Complete the research paper by refining content, adding citations, and finalizing formatting.





Thank You