Project Status report

Name:	Harsh Pandya and Dev Joshi
Community & UN SDG(s):	Regina Humane Society & SDG Goals: Quality Education and Life on Land
MVP #	Core gameplay mechanics (e.g., interactive scenarios like "Meeting a Dog on a Leash").
Sprint cycle dates:	11/2/25 to 24/2/25

Project Name	**Safe paws**
Blurb	We are in the first stage of game development, focusing on designing the storyline and core mechanics for Safe Paws – Animal Safety Video Game for Children. Our goal is to create an interactive learning experience that teaches kids safe interactions with pets, aligning with UN SDG Goals: Quality Education & Life on Land in collaboration with the Regina Humane Society. The first scenario, "Meeting a Dog on a Leash," emphasizes asking permission before petting a dog to ensure safety. Players make choices, receive feedback, and learn through interactive storytelling. Next, we will refine the game mechanics, expand scenarios, and build a playable prototype for testing. This project leverages gamification to make pet safety education engaging, memorable, and accessible.
For Week Ending	24/2/25
Project Status	**Yellow**
Status Description	The "Safe Paws – Animal Safety Video Game for Children" project is in the early stages of development. The team is focusing on building the narrative and ensuring it aligns well with the core educational message of the game. Currently, there are challenges in story formation within the Godot engine. The team is working through these difficulties and exploring alternative approaches to structure the narrative. The next steps involve refining the design and integrating the story with the gameplay mechanics to enhance both the educational and entertainment values.

Activities—During the past sprint cycle

List all activities that the team members worked on during the past week of the project. Show code and/or demo what you got

- Harsh (Technical)
  - Got familiar with the Godot 4 Platform.
  - Developed a Basic 2D Platformer Game For Learning Purposes
  - Build a first scenario of the game. Using free available game assets
- Dev (Documentation and Research Paper)
  - Worked on Research Paper.

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Project Issues

Our main obstacle right now is to achieve successful translation of our story concept into interactive gameplay which runs through the Godot engine. Our defined concept and structured learning scenarios present significant hurdles for transforming into natural and engaging gameplay features within the game.

The primary obstacles stem from developing the structure of scenes and managing dialogue responses along with user interaction inside the game. Node management in Godot demands organized planning that enables smooth storytelling and real-time feedback for players when handling multiple fictional paths in games. Players need a solid system for event handling to benefit from immediate guidance that emerges from their choices in interactive games.

Our team investigates various scene managing techniques and dialog scripting protocols while working on interaction protocols enhancement to address these implementation issues. Our goal is to develop a perfect learning environment through successive modifications of these necessary elements that align with our educational vision.

Project Changes

- No Project Changes From Last Week.

Activities—Planned for Next Week

Harsh (Technical Development):

- Refine story integration in Godot, improving scene structuring and dialogue flow.
- Develop the interaction system, ensuring smooth player choices and real-time feedback.
- Optimize scene transitions for a seamless storytelling experience.
- Explore dialogue management tools to streamline scripting and branching.
- Build a basic playable prototype of the first scenario for initial testing.

Dev (Documentation & Research Paper):

- Continue working on the research paper, expanding on the methodology and game design approach.
- Prepare the paper's content before moving on to styling and formatting.
- Document the current development process, including challenges and solutions, for future reference.
- Compile feedback and insights to improve the project's overall structure.

Reflection

1. Do you feel "on track"?
   - Our progress aligns partially with our expectations since we accomplished important work in developing the story alongside recording research findings. The integration of storyline features into Godot has become a delay factor for development progress.
2. What progress do you particularly feel good (great) about?
   - The educational scenarios of the game exist with a well-defined organizational structure which effectively supports the learning targets. Achieving completion of the introduction section of our research paper marks a vital foundation for our academic work expansion.
3. What barriers (if any) do you feel is/are a current impediment to success?
   - Implementing the interactive story elements in Godot has become the critical challenge at present since we want to deal with scene transitions and player options and their feedback. More research along with testing of Godot's dialogue and event-handling systems will be necessary to achieve this integration.

4. What help (if any) do you require to move positively forward?
    - The progression depends on obtaining technical direction or mentorship that would help with understanding Godot's scene and dialogue management features. Testing various implementation methods while performing repeated tests on small prototypes will help us build an optimized solution.
5. What questions or concerns do you have (if any)?
    - Our main concern is staying within our timeline while ensuring the game remains engaging and educational. Finding a balance between technical feasibility and an interactive experience is crucial as we move toward a functional prototype.