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 #	Finalized animations, Refined audio cues, Improved scene transitions
Sprint cycle dates:	11/3/25 to 24/3/25

Project Name	**Safe paws**
Blurb	The Safe Paws project has progressed significantly, focusing on both technical development and documentation. **Technical Development (Harsh's Contribution):** Harsh has advanced the development of Chapter 2 and Chapter 3, introducing scenarios involving off-leash dogs and public safety tips. Visual animations have been improved to better illustrate key safety concepts, while optimized audio cues now enhance storytelling and reinforce decision-based learning. **Documentation and Research Paper (Dev's Contribution):** Dev has improved the research paper's structure and readability, ensuring clear content flow. The next section, focusing on future growth opportunities, is in development, exploring potential expansions and collaborations. Additionally, diagrams and game snapshots have been integrated to enhance visual understanding. These updates mark continued progress toward delivering an engaging educational tool that equips children with essential pet safety knowledge.
For Week Ending	24/3/25
Project Status	**Green**
Status Description	The Safe Paws project demonstrates consistent forward movement because of technical advancements as well as improved documentation systems. The technical side of development has introduced Chapter 2 and Chapter 3 which address off-leash dog encounters together with public safety instructions. New scenarios intended for the Safe Paws project teach children basic safety principles for meeting unknown and threatening dogs in unanticipated situations. The system now employs better optimized audio cues because they provide enhanced feedback to teach positive actions and dangerous behavior avoidance. The research paper's documentation received modifications to enhance its organizational elements as well as readability. The upcoming section details future growth possibilities of Safe Paws encompassing expansion plans along with educational collaborations and developmental content for the program. The document now includes diagrams and game snapshots which help users understand gameplay mechanics and educational goals more clearly. The project maintains its trajectory through recent developments as production of an educational tool focused on pet safety continues to advance toward full completion.

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)
  - Began development of Chapter 2 and Chapter 3, focusing on scenarios involving off-leash dogs and public safety tips.
  - Improved visual animations to better convey key safety behaviors and enhance engagement.

➢ Optimized audio cues to provide clearer feedback for player decisions, improving storytelling immersion.
- Dev (Documentation and Research Paper)
  - ➢ Refined the research paper's structure and readability to ensure improved content flow.
  - ➢ Developed and completed the section on future growth opportunities, outlining potential expansions, educational partnerships, and content updates for Safe Paws.
  - ➢ Progressed with the methodology section, bringing it close to completion.
  - ➢ Integrated additional visual elements such as diagrams and game snapshots to better illustrate the project's content and gameplay features.

Project Issues

The team has recognized a moderate project complexity rise during this sprint cycle, but no serious problems emerged. Additional team effort is needed for smooth gameplay functionality and user experience enhancement as the project expands its features and improves animations and integrates improved audio cues. Content creation between the game and research paper needs strategic time organization to succeed. The team has successfully preserved its project pace despite facing these hurdles while maintaining faith in achieving all targets on the scheduled deadline.

Project Changes

- No Project Changes From Last Week.

Activities—Planned for Next Week

Harsh (Technical Development):
- Finalize animations for all game chapters to enhance visual storytelling and improve player engagement.
- Conduct a comprehensive review of scene transitions and dialogue flow to ensure a seamless and immersive experience.
- Perform final integration of audio cues, ensuring consistent feedback throughout all gameplay interactions.
- Conduct final debugging and performance optimization to ensure the game runs smoothly across various devices.

Dev (Documentation & Research Paper):
- Add the final touches to the research paper, refining content to improve clarity and coherence.
- Incorporate citations to ensure academic integrity and strengthen referenced content.
- Perform minor enhancements, including improved visuals, formatting adjustments, and alignment of key insights with project outcomes.
- Conduct a final proofread and review to ensure the paper meets submission standards.

Reflection

1. Do you feel "on track"?
   - ➢ Yes, the project is generally on track. Both technical development and documentation are progressing steadily, and the planned tasks for the final sprint align with the overall timeline. While some complexities have emerged, they have not significantly delayed progress.

2. What progress do you particularly feel good (great) about?
   - ➢ The team feels particularly positive about the completion of key technical milestones, such as the implementation of core gameplay features, improved visual animations, and enhanced audio cues. On the documentation side, completing major sections like the literature review, methodology, and the future growth opportunities section has been a significant achievement.

3. What barriers (if any) do you feel is/are a current impediment to success?
   ➢ There are no major barriers at this point; however, the increased complexity of finalizing animations, refining dialogue interactions, and ensuring seamless transitions may require additional focus in the final sprint.

4. What help (if any) do you require to move positively forward?
   ➢ Currently, no external help is required. However, additional feedback from testers or Regina Humane Society representatives during the final review phase would be beneficial to ensure the content aligns with the educational goals.

5. What questions or concerns do you have (if any)?
   ➢ There are no significant concerns at this stage.