



## Project scope

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Community & UN SDG(s):	Regina Humane Society & SDG Goals: Quality Education and Life on Land
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Project Name	Safe Paws – Animal Safety Video Game for Children
Project Deliverables	
Educational Game for Animal Safety	<p>A 2D interactive game where children (ages 6-10) learn how to interact safely with dogs and cats in different real-world scenarios.</p> <p>Scenarios include Meeting a dog on a leash, encountering a stray, and dealing with aggressive or injured animals.</p>
Game Development & Compatibility	<p>Developed using Godot, Unity, or Unreal Engine.</p> <p>Device compatibility: PC, tablet, mobile.</p> <p>Offline playability: Minimal internet requirement after downloading.</p>
Assessment & Feedback System	<p>Teachers and parents can track children's progress and identify learning gaps.</p> <p>Game Completion Certificate as motivation for kids.</p>
Gameplay Mechanics	<p>Multiple-choice question-based interactions.</p> <p>Visual and audio cues to reinforce correct and incorrect choices.</p> <p>Feedback system: If incorrect, the game explains why and allows a retry.</p>
Project Exclusions	
No VR or AR features (to keep costs and complexity low).	
No real-time multiplayer functionality (game is designed for individual learning).	
No monetization or in-app purchases (strictly educational and free-to-play).	