



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:	25/2/25 to 10/2/25

Project Name	Safe paws
Blurb	<p>We have successfully completed the first chapter (Level 1) of our game, "Safe Paws." This chapter is designed to teach children how to safely approach a dog on a leash. The story encourages players to ask permission before interacting with a dog and presents realistic scenarios to reinforce safe behavior. Our goal is to create a memorable and engaging learning experience that aligns with UN SDG Goals: Quality Education & Life on Land, in collaboration with the Regina Humane Society.</p> <p>In this completed chapter, players encounter a dog on a leash while walking in a park. The player has multiple interaction choices:</p> <p>Asking the dog's owner for permission to pet the dog (Correct choice).</p> <p>Attempting to pet the dog without permission (Negative feedback).</p> <p>Ignoring the dog altogether (Neutral feedback).</p> <p>Based on their choices, players receive immediate feedback and educational tips to reinforce the learning experience. The completion of this chapter marks a significant milestone in our development process, ensuring the game remains both educational and entertaining.</p>
For Week Ending	10/3/25
Project Status	Green
Status Description	<p>The "Safe Paws – Animal Safety Video Game for Children" project is progressing steadily. The completion of Chapter 1 marks a major achievement in both gameplay development and research paper progress. The interactive scenario has been successfully integrated within the Godot engine with improved scene transitions, dialogue flow, sound effects, and intuitive player interactions. Meanwhile, the research paper has seen significant advancements with an improved introduction, a completed literature review, and nearly 70% completion of the methodology section.</p> <p>Both the game and the research paper are on track, with meaningful progress aligning with our project goals. The refined gameplay mechanics enhance the learning experience, while the research paper effectively documents our methodology and educational vision.</p>
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)
 - Implemented the "Dog on a Leash" story with multiple interaction paths.
 - Integrated player choices and corresponding feedback in Godot 4.
 - Developed scene transitions to ensure seamless storytelling flow.
 - Improved dialogue scripting using Godot's Dialogue Manager plugin.
 - Added sound effects to enhance immersion and improve gameplay cues.



- Resolved the issue of pressing 'E' to interact, ensuring smoother and more intuitive interaction
- Dev (Documentation and Research Paper)
 - Improved the introduction section of the research paper.
 - Completed the literature review section.
 - Nearly 70% of the methodology section is complete.
 - Outlined key educational takeaways from the completed chapter.

Project Issues

Structuring the methodology section of the research paper has been challenging. Ensuring the format clearly explains our development process, educational approach, and technical implementation requires continuous revisions. Balancing technical details with accessible language for readers has been a focus area.

Creating visual cues that are intuitive yet effective in guiding players toward correct behavior is another ongoing focus. Fine-tuning these indicators will improve the educational experience.

Project Changes

- No Project Changes From Last Week.

Activities—Planned for Next Week

Harsh (Technical Development):

- Begin developing Chapter 2, focusing on scenarios involving off-leash dogs and public safety tips.
- Improve visual animations to better illustrate key learning moments.
- Optimize audio cues to enhance storytelling engagement.

Dev (Documentation & Research Paper):

- Format the research paper to improve readability and structure.
- Develop the next section, focusing on future growth opportunities.
- Add more visuals such as diagrams and snapshots to illustrate key points and enhance understanding.

Reflection

1. Do you feel "on track"?
 - Yes, our current progress aligns well with our project timeline. Completing Chapter 1 with refined gameplay mechanics and educational focus has set a strong foundation for the next stages.
2. What progress do you particularly feel good (great) about?
 - We're proud of successfully implementing an interactive story structure that aligns with our educational goals. The dialogue system improvements and visual feedback enhancements have greatly improved player engagement.
3. What barriers (if any) do you feel is/are a current impediment to success?
 - Managing dynamic dialogue branches in Godot presented some early challenges but refining our scripting methods helped overcome these issues. Ensuring continued engagement in future scenarios remains a focus.



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4. What help (if any) do you require to move positively forward?
 - We may need additional guidance on designing immersive learning environments that integrate gameplay mechanics effectively for our next chapter.
 5. What questions or concerns do you have (if any)?
 - Nothing in concerns.
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