



# *ENSE 805 - Project Presentation*

Community Animal Safety Video Game

10 February, 2025

Prepared by  
Dev Joshi  
Harsh Pandya



# *Introduction*



Presently, animal safety education primarily depends on printed brochures, classroom lectures, or verbal instructions given by teachers, parents, or animal welfare organisations. These traditional methods lack interactivity, making it difficult for young children (ages 6-10) to stay engaged and retain information effectively. Many children struggle to apply safety lessons in real-life situations because the current learning approach is passive, theoretical, and often forgotten quickly.



# *Solution*

Introducing a gamified, interactive approach can transform how children learn about safe interactions with pets. Using interactive storytelling, animations the game makes pet safety education fun and memorable, helping children develop long-term awareness and responsible behavior around animals



# *Project Objectives*

---



## **Analysis Phase**

- Requirement Gathering for the game environment
- Analysing different game engine



## **Design**

- Creating a game story
- Create Pen-Paper Sketch of the Gameplay



## **Implementation Plan**

- Implementing the Game in the actual engine.

# *UN Sustainable Goals*





# Current State of Technology

Existing Methods:  
Brochures,  
classroom lectures,  
verbal instructions.

Challenges:Lacks  
engagement &  
interactivity.

No progress  
tracking for parents  
& teachers.

No accessibility  
features (text-to-  
speech, adaptive  
difficulty).

# How Safe Paws Works

## Scenarios covered:

- Always ask permission before petting the dog.
- Introduce yourself to the dog by letting it smell your fist.
- Pet the dog under the chin.
- Thank the owner and continue walking.

## Game Features:

- Multiple-choice interactions with real-time feedback.
- Visual/audio cues for learning reinforcement.
- Offline playability for accessibility.

# Why We Chose Godot for the Project

## 1. Lightweight & Optimized for 2D

- Godot is designed with a strong 2D engine, making it faster and more resource-efficient for our simple, child-friendly game.
- Unity & Unreal are heavier and more focused on 3D, adding unnecessary complexity.

## 2. Open-Source & Free to Use

- Unlike Unity, which has licensing concerns, Godot is fully open-source with no hidden costs or monetization constraints.
- Ensures long-term sustainability for the project.

## 3. Easier Learning Curve & Fast Development

- Godot's intuitive UI and node-based system allow faster prototyping & implementation.
- Unity & Unreal require more setup time and advanced coding knowledge.

## 4. Cross-Platform Compatibility

- Runs on Windows, macOS, Linux, Android, and iOS seamlessly.
- Supports low-end devices, ensuring accessibility.

## 5. Built-In Features for Small Teams

- Integrated animation and scripting tools reduce reliance on external plugins.
- Allows for faster iteration without needing third-party assets.





## Expected Impact

- Local Impact:
  - Safer pet interactions, reducing animal-related injuries.
  - Integrated into schools & humane societies.
- Global Impact:
  - Scalable to other regions & organizations.
  - Promotes responsible pet ownership worldwide.
- Long-Term Impact:
  - Improves animal welfare awareness from a young age.
  - Reduces misunderstandings between children & pets.

# Challenges in the Project:

- Age-Appropriate Content :Making the game easy to understand and play for young children.
- Balancing Fun & Education: Keeping engagement high while reinforcing pet safety lessons.
- Safety Considerations: Teaching children to recognize pet stress and react appropriately.
- Cultural & Behavioral Diversity: Addressing different pet behaviors and cultural attitudes.
- Technological Accessibility : Making the game available on multiple devices/platforms.
- Parental Involvement: Encouraging parents to participate and reinforce learning.
- Time Constraint : Completing design, development, and testing within 2 months.



Thank You