



Project requirements

Name:	Harsh Pandya and Dev Joshi
Community & UN SDG(s):	Regina Humane Society & SDG Goals: Quality Education and Life on Land
Date:	Feb 7 2025

Project Name

Safe Paws- Animal Safety Video Game for Children

Functional Requirements

1.1 Core Gameplay

- Provide an interactive 2D game where children (ages 6-10) learn safe ways to interact with dogs and cats.
- Feature multiple real-life animal safety scenarios, such as:
 - Meeting a dog on a leash.
 - Encountering a stray dog or cat.
 - Handling an aggressive or injured animal.
- Players answer multiple-choice questions to progress through each scenario.

1.2 Feedback & Learning Support

- Provide instant feedback on correct and incorrect answers.
- If the player makes a wrong choice, show educational explanations before allowing a retry.
- Reward children with badges/certificates for successful completion.

1.3 Accessibility & Ease of Use

- Simple controls (tap/click-based for young children).
- Audio narration for all texts to assist non-readers.
- Bright visuals & animations to engage children.
- Short play sessions (~15 minutes per session).

1.4 Progress Tracking & Reporting

- Include a simple dashboard for teachers and parents to track a child's learning progress.
- Allow teachers to monitor class progress and identify common mistakes.
- Provide individual learning reports based on gameplay performance.

Technical/Performance Requirements

2.1 Technology Stack

- Game Engine: Godot / Unity / Unreal Engine
- Compatible Devices: Windows, macOS, Android, iOS
- Offline Mode: The game should be playable without an internet connection after initial download.

2.2 Performance Metrics

- Game load time: Must be under 5 seconds.
- Smooth performance: Maintain at least 30 FPS across all devices.
- Low battery consumption for mobile users.

2.3 Security & Privacy

- No user accounts or logins required (to ensure child safety).
- No third-party ads or external links to avoid distractions.
- No in-app purchases, making the game 100% free and accessible.