



Geethanjali College of Engineering and Technology



PRIO





# PRIIO



## INTRODUCTION:

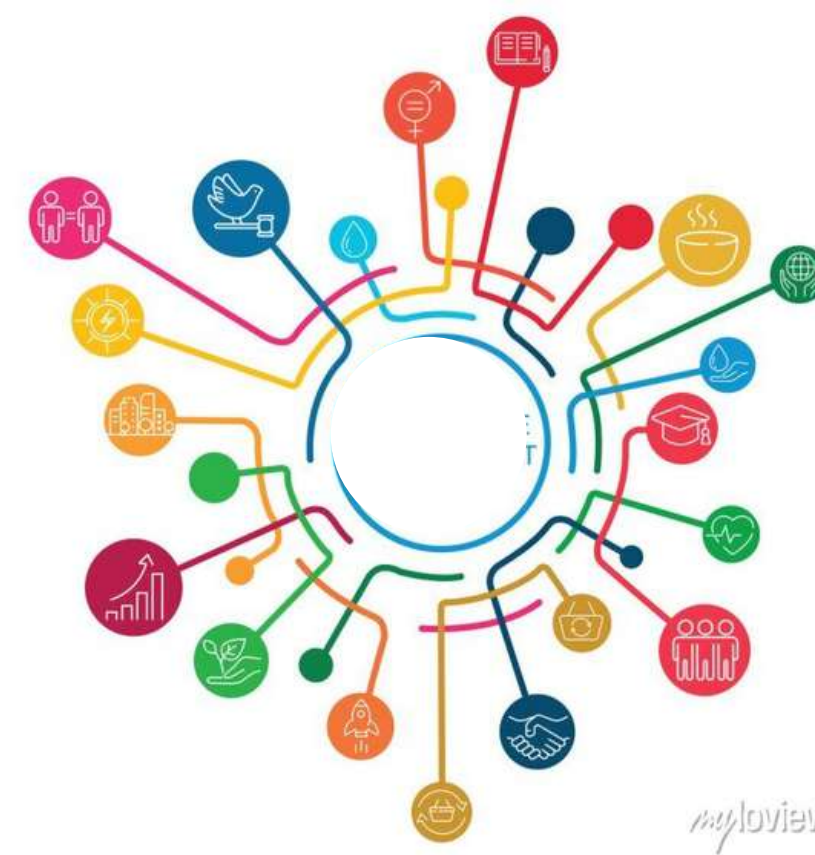
**This project is about developing games that will help us to achieve SDG goals**

## THEME OF THE PROJECT:

**The main theme/idea is to develop games that are not Only entertaining & fun but also educational and knowledgeable.**



# PROBLEM STATEMENTS



**We need to bring  
awareness  
for kids about these  
problems and  
how SDG helps  
us to  
solve them**

**The world is facing  
serious problems on  
poverty, getting  
quality education, and  
inequality, gender  
equality, marine life  
and consumption of  
energy**





# Empathy Map



➔ Mobile or cell phone are nowadays an integral part of modern telecommunication of every individual life.as the technology is growing rapidly ..the number of mobile users are growing as per the technology..not just adults but also children of age group strating from 2 yrs and more are using mobile for their entertainment purpose..they are just spending longer hours on the mobile to play games ..watch cartoons and etc.

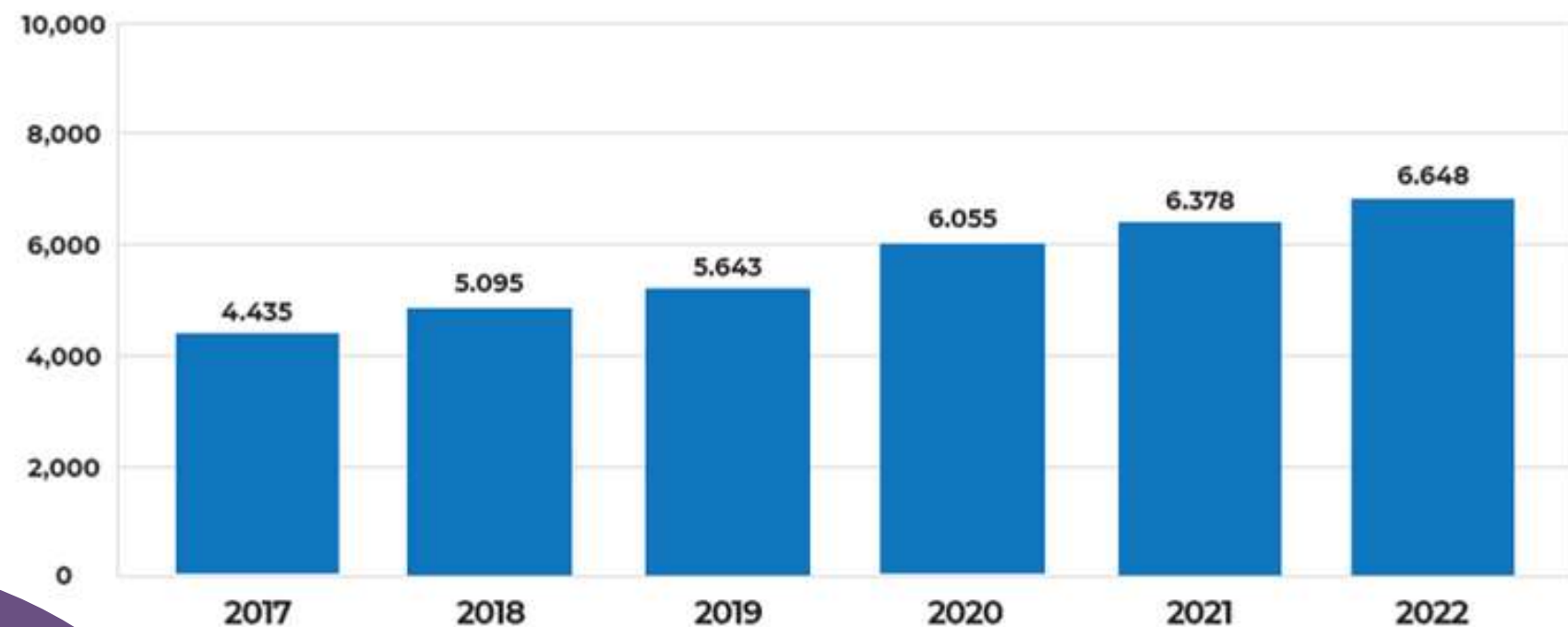
➔ however the children tends to play mobile games which are funny or interesting...instead they can play games in our app ...so that...they will not just play games for fun...but also learn the moral values,ethics,manners,how to deal in real life..



# EXISTING SOLUTIONS



 **Number of Smartphone Users**  
Worldwide data from 2017 - 2022 in billions



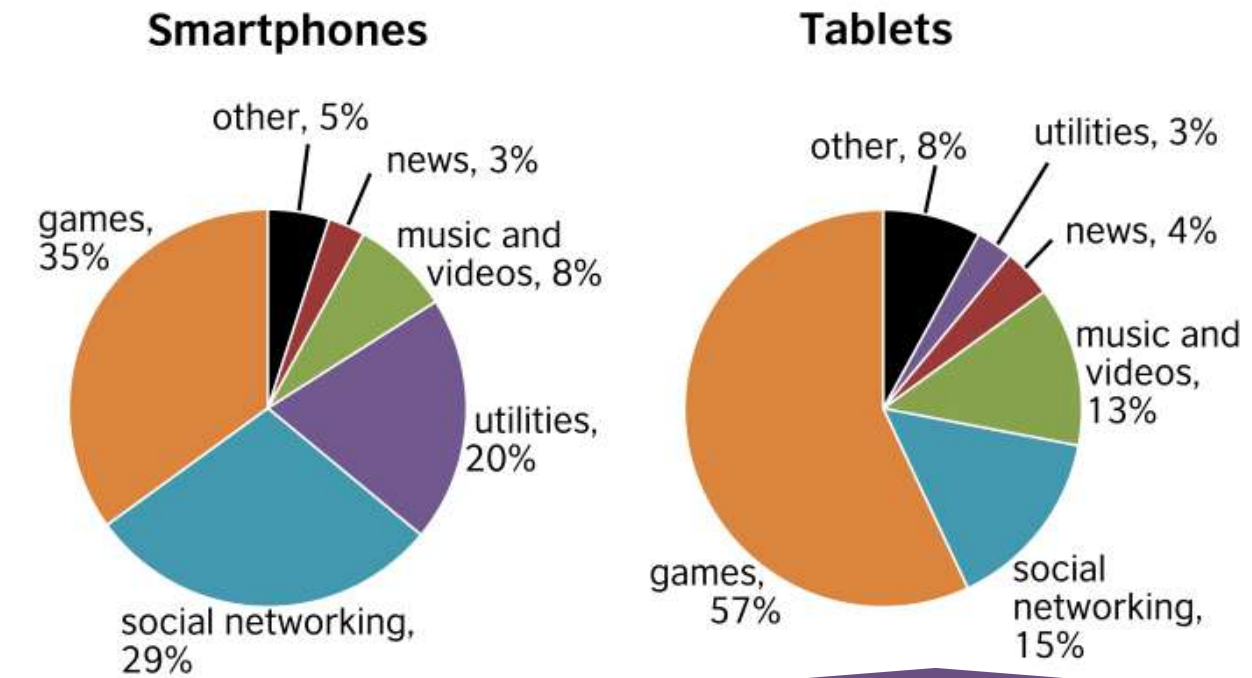
**NO POVERTY**  
over 10% of the world population, still lives in extreme poverty today. "Rural development" was one of the schemes which were brought in yet poverty is one of the major issue today

**QUALITY EDUCATION**  
The flagship government scheme, "sarva shiksha abhiyan" is aimed at achieving universal quality education, we can show importance of education through games.

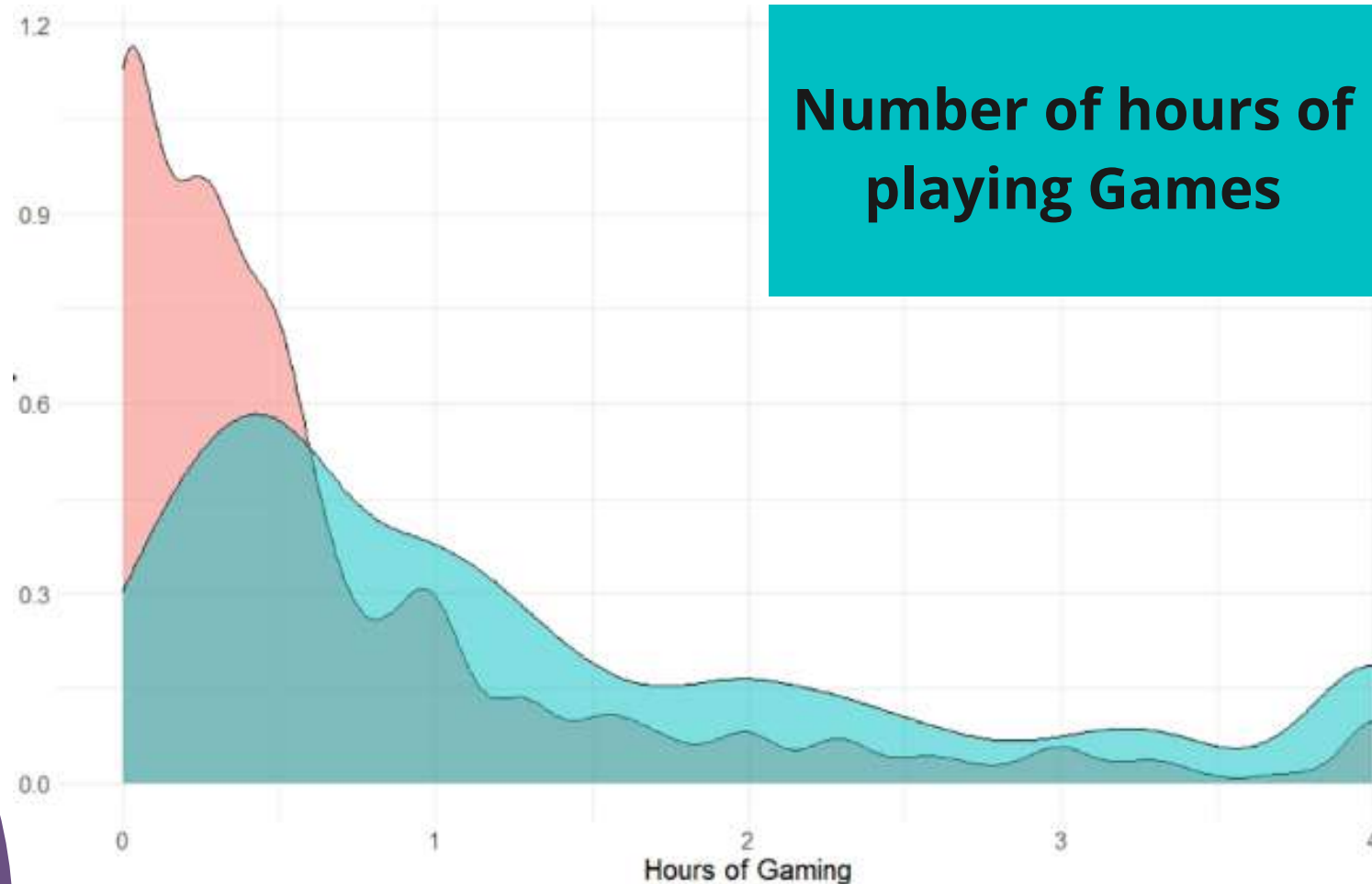


**GOOD HEALTH AND WELL-  
BEING :**  
the government brought  
“National health  
mission”prioritises national  
wellbeing. It is leading change  
which can bring awareness  
around the world.

Time spent on smartphones and tablets, by category

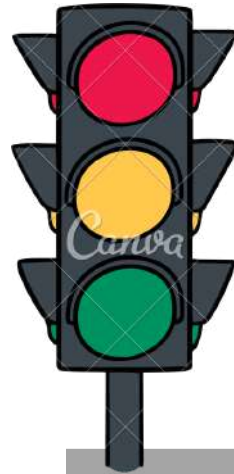


**Games are great  
source of  
entertainment and  
a way to fight  
boredom. But we  
need to be mindful  
of the amount of  
time that is spent.**





**Choose one from  
all the goals**



**Spread Your  
Message to the  
World!**

**Lets make learning more fun with  
games by following the Rules**





# REVENUE MODEL



We provide fun and entertainment games for our users and deal with those companies of e and generate revenue

- You can donate the money by replacing the credits points to the poor people or who need help
- You can play any type of game and you can replace with money of your credits points to donate to others



You can earn the credit points by cleaning the streets garbage



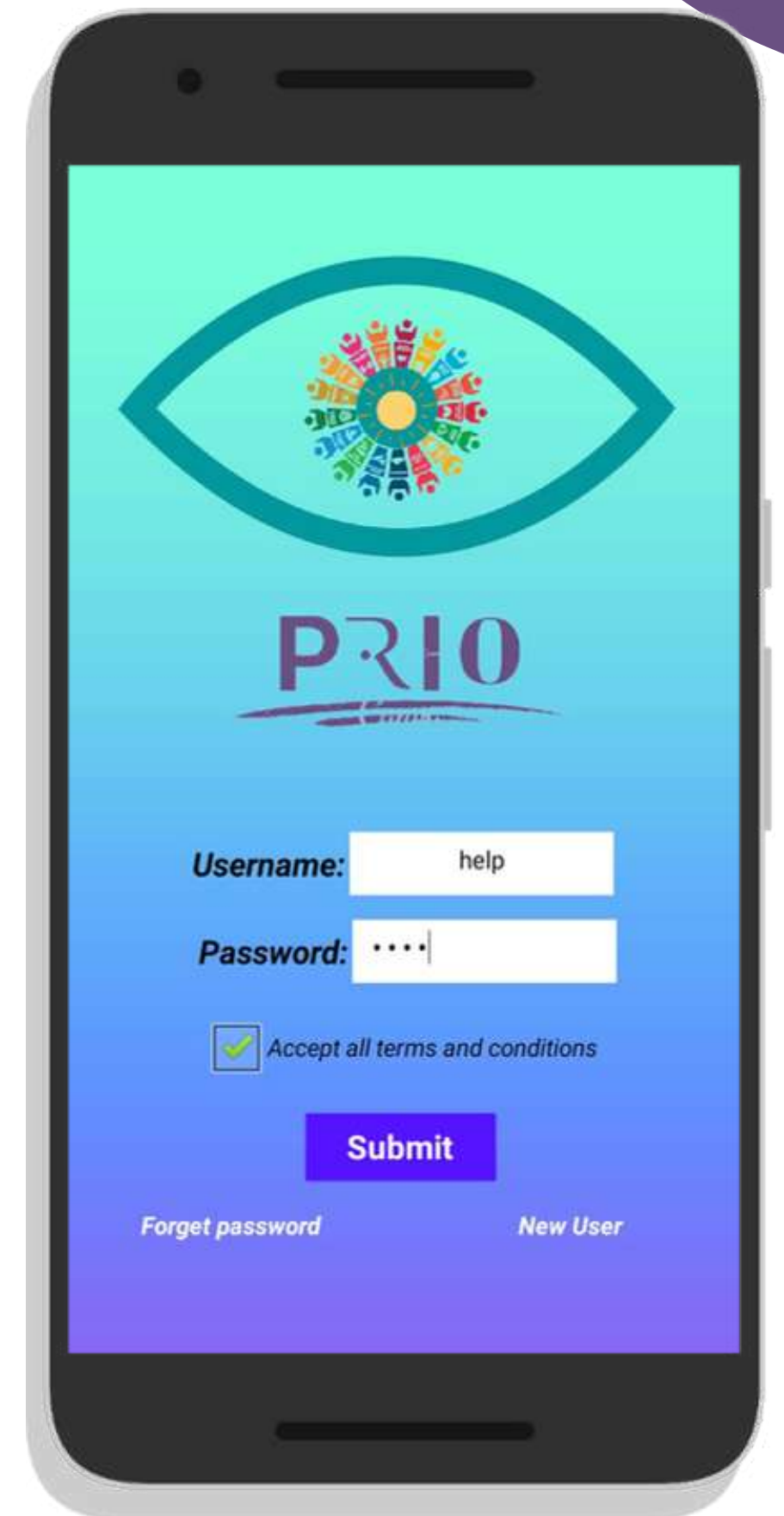


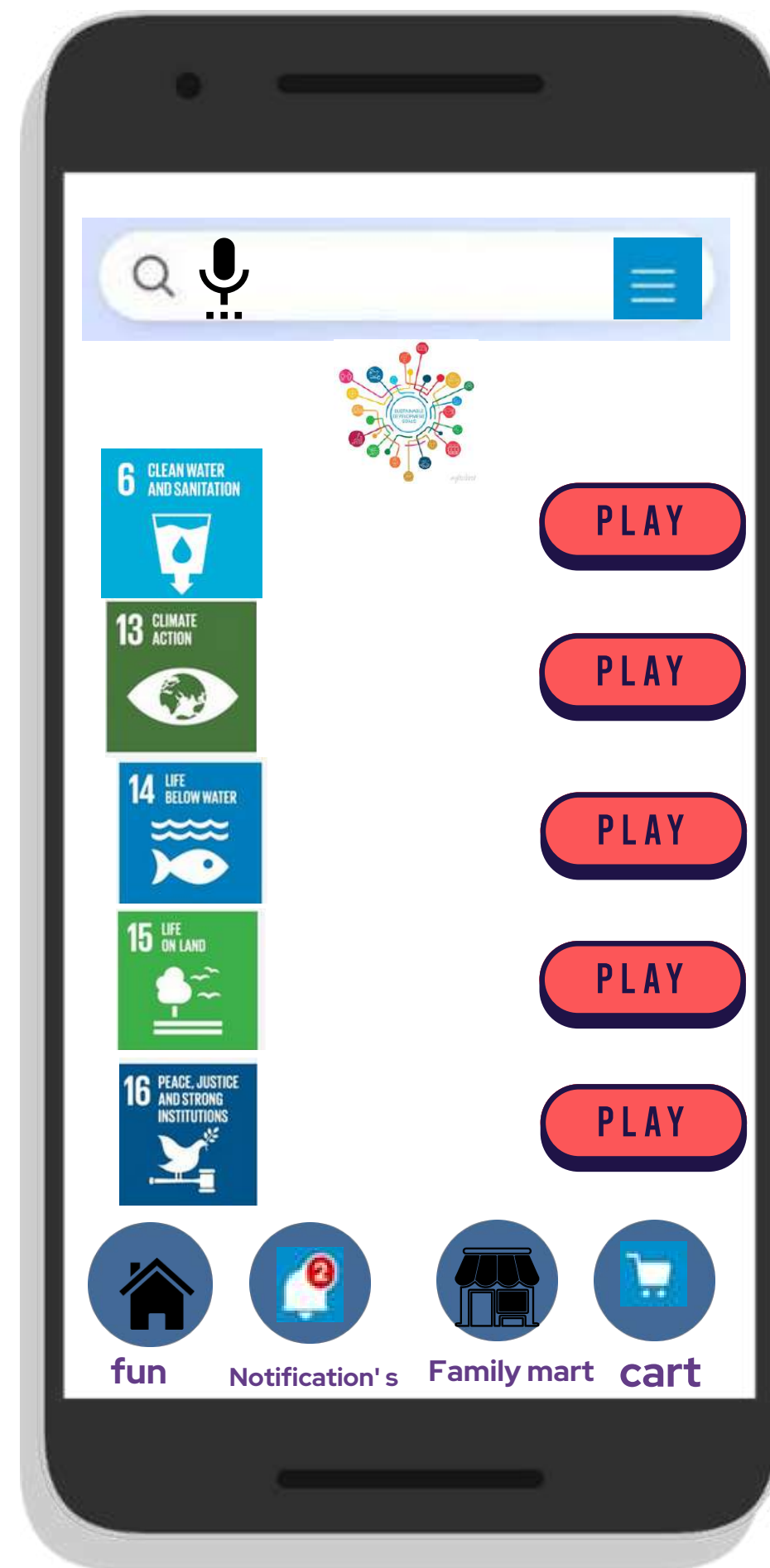


GAME  
ON



GET  
READY

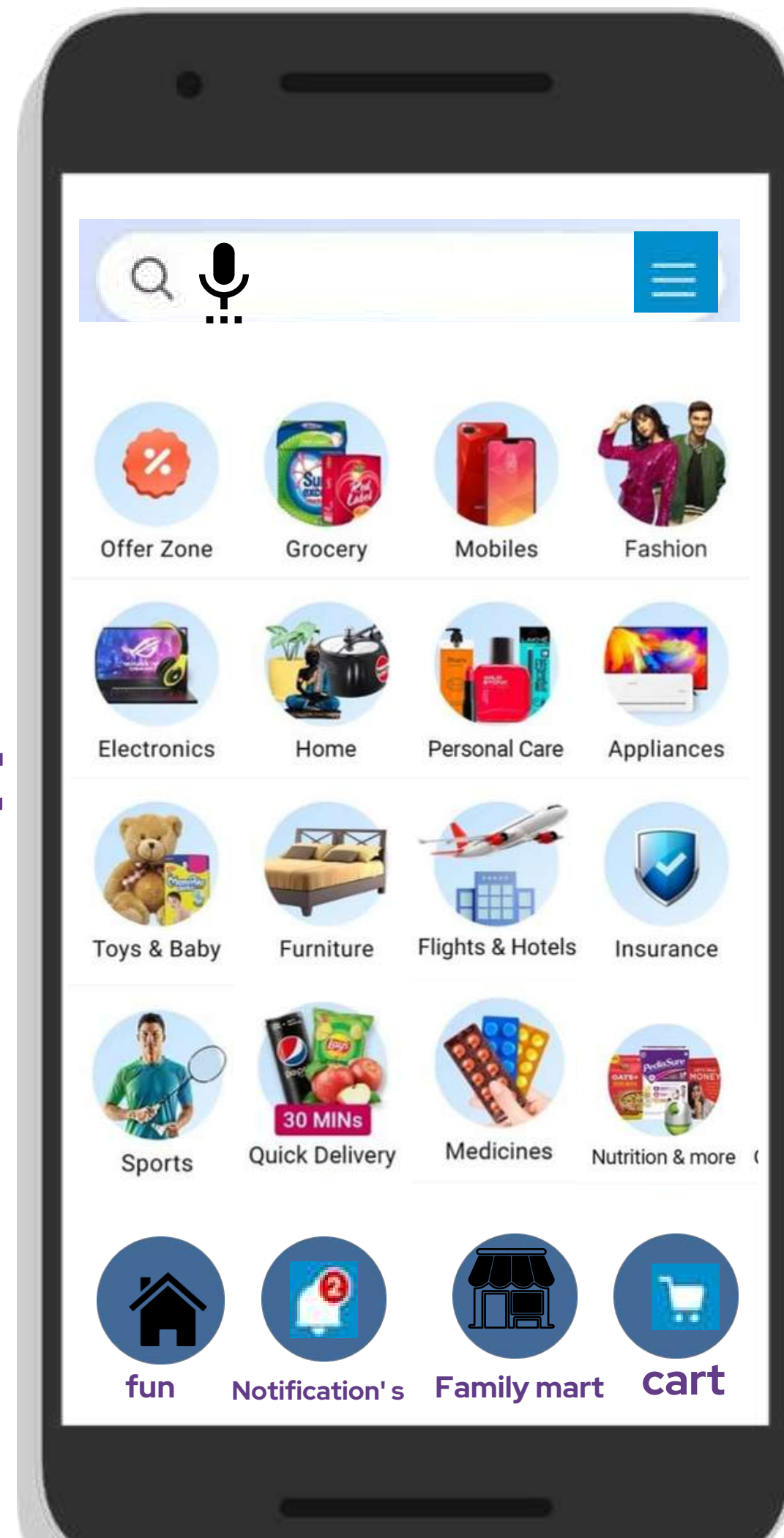
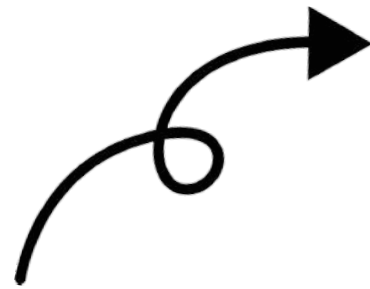






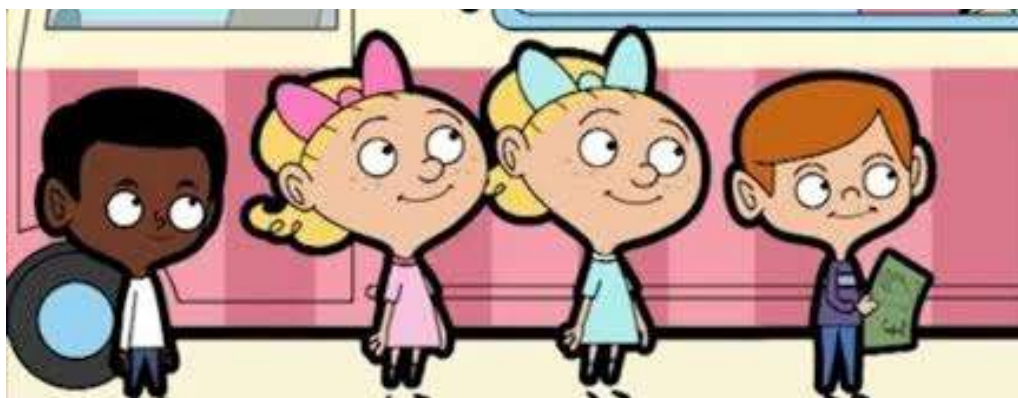


# Family mart



**we offer you to use or buy only recyclable materials**

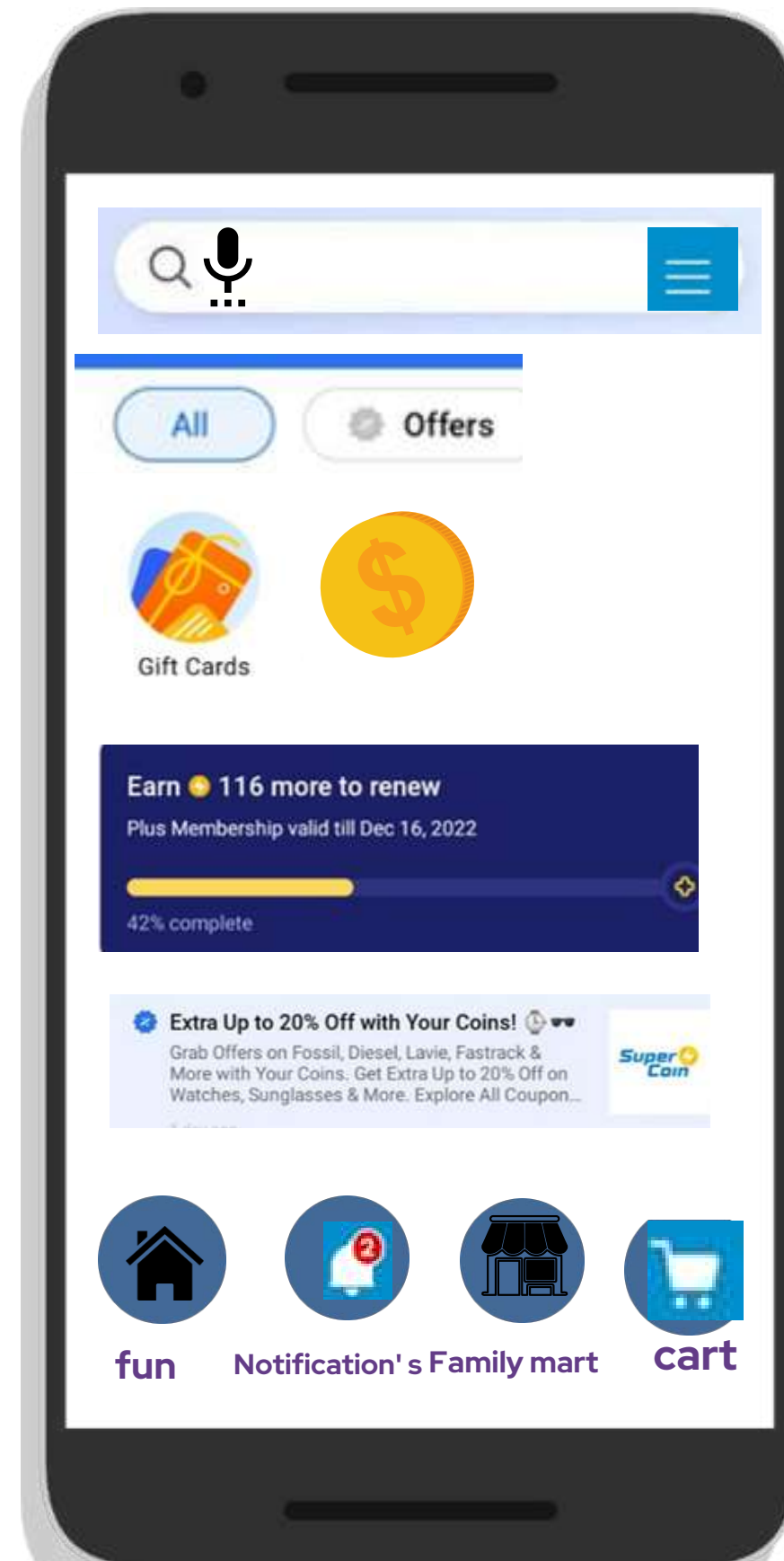
**Reduces the amount of waste sent to landfills and incinerators. while using such kind of recyclable things**







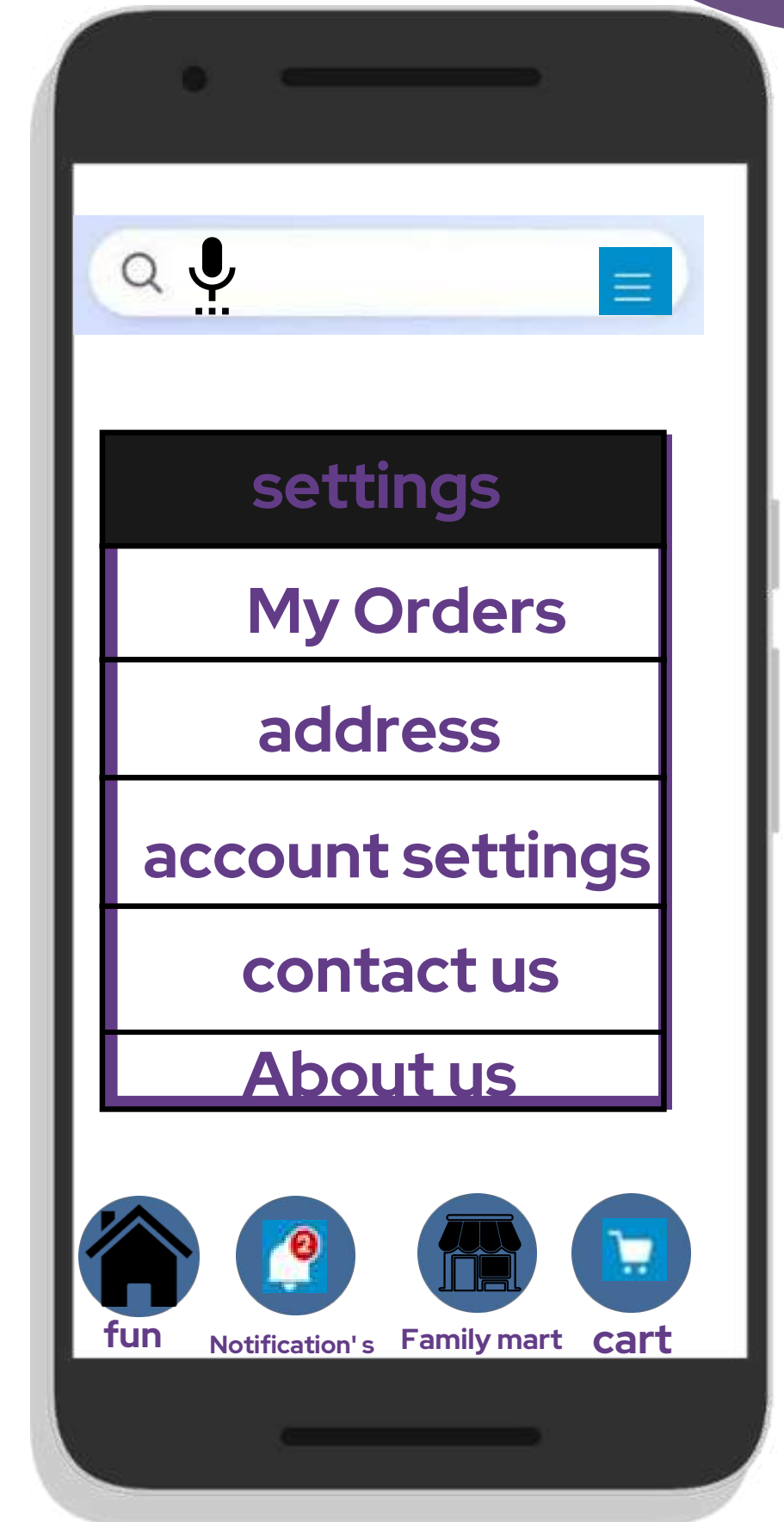
## Notification's



save every  
thing for  
future  
Generations



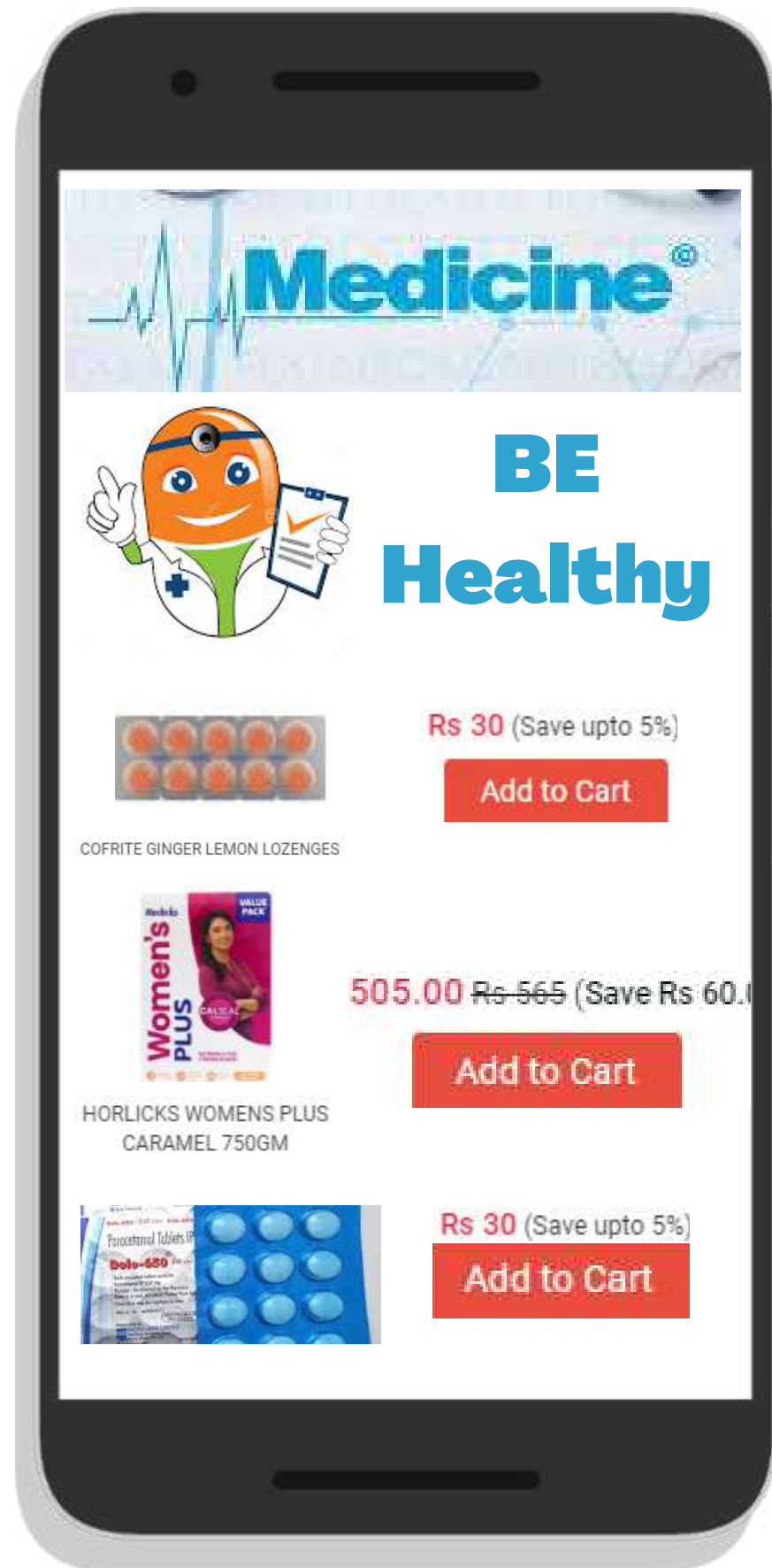
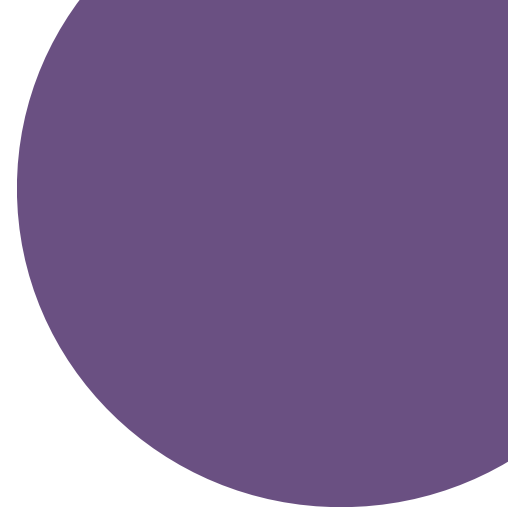
## Settings



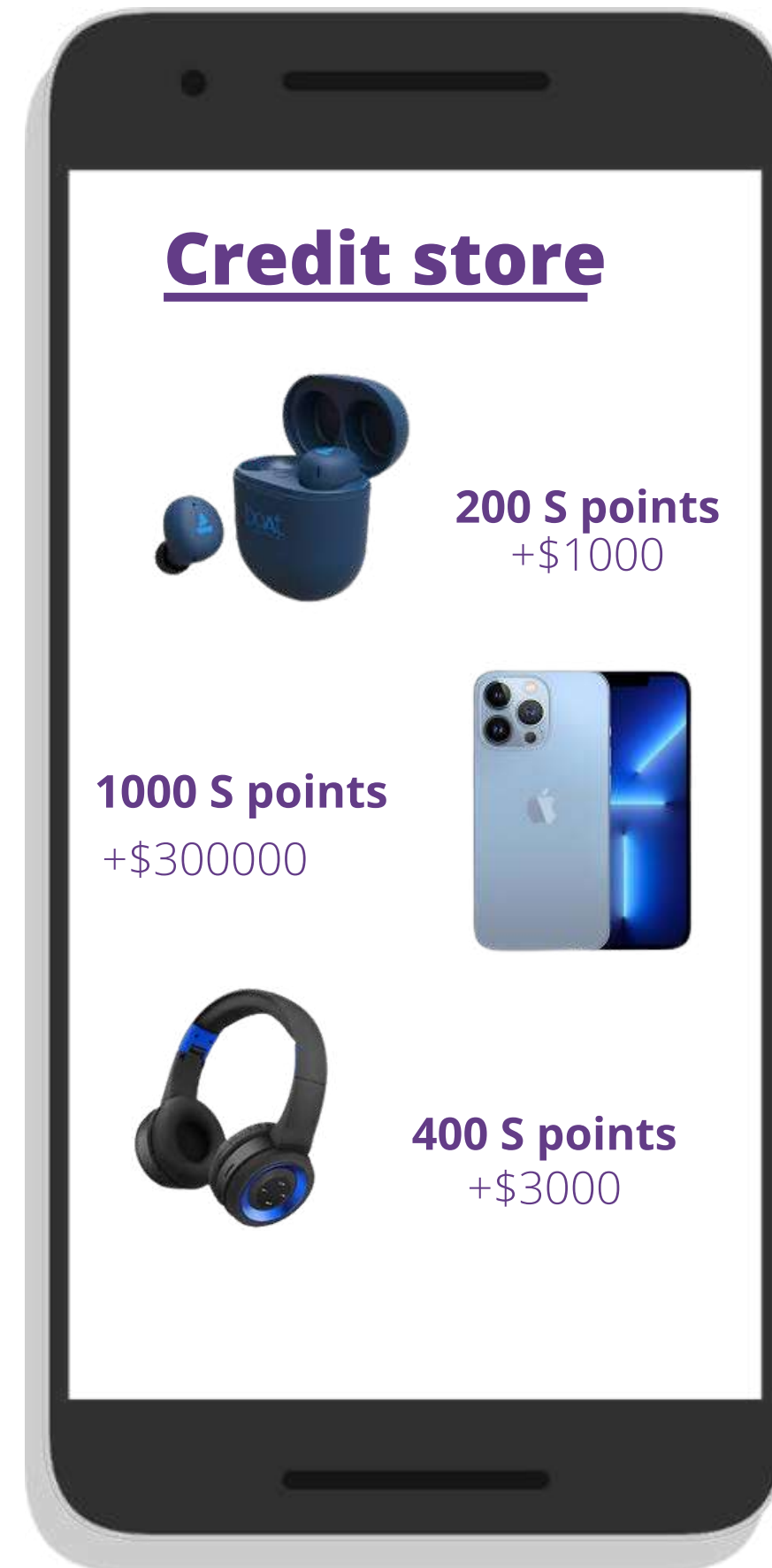
make them to  
earn manners



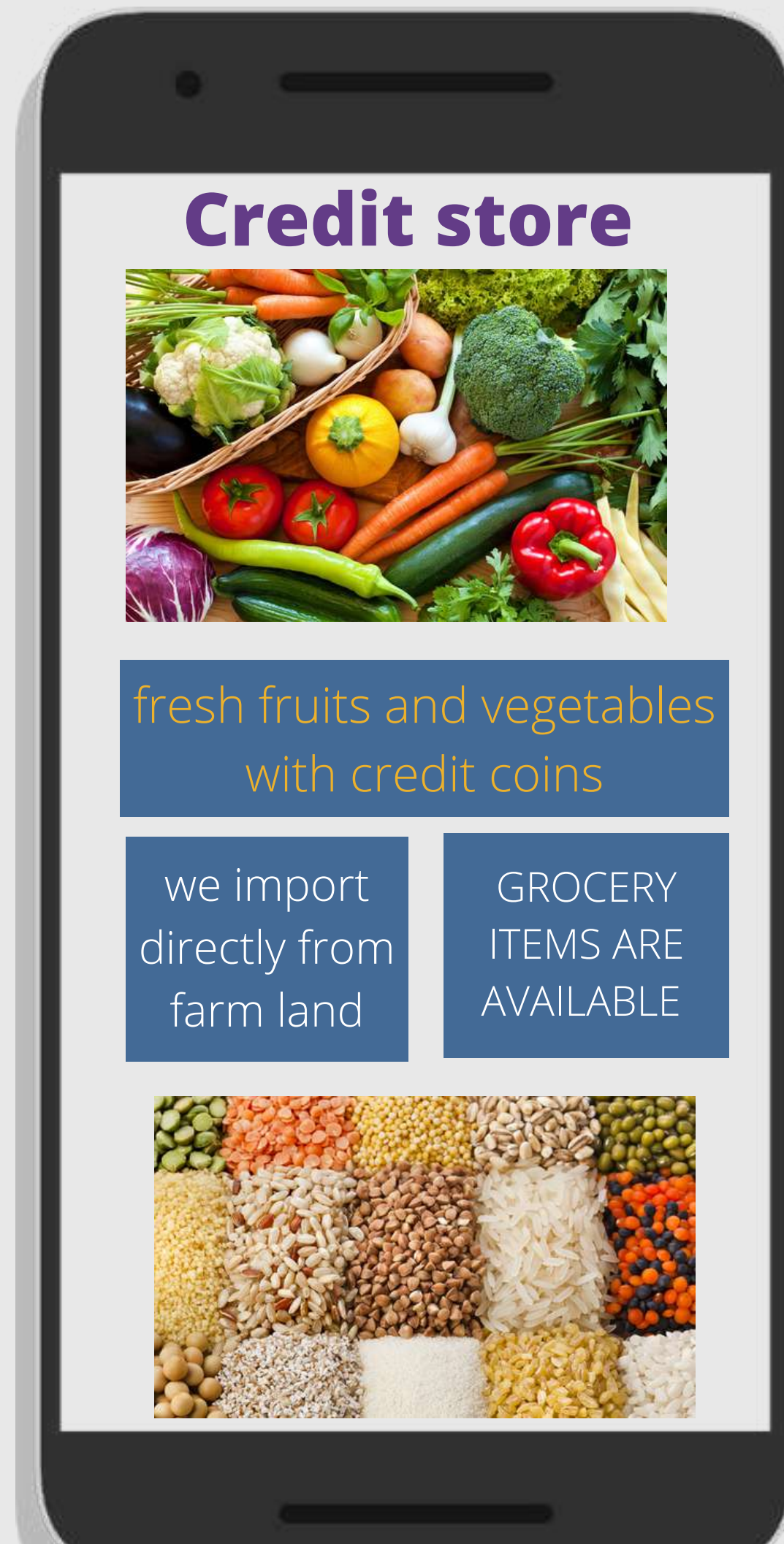




**use your credits  
to redeem  
amazing prizes  
and to buy  
medicines with  
low cost**







**use your credits  
to redeem  
amazing prizes**

**Go to school with  
eating healthy  
organic food**





**Sustainable development is the  
pathway to the future we want  
for all.**

**Let us help you to  
reach our global  
goals.**



**MAKE OUR  
WORLD A  
BETTER  
PLACE TO  
LIVE**

**DOWNLOAD  
OUR APP**





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