

PetCuesGame – Educational Animal Safety Game

Project Planning and Initialization

Premal Patel
Vishva Shah
Pratik Gadhiya

Project Overview

- PetCuesGame aims to educate children on animal safety through interactive gameplay, fostering awareness and responsible behavior towards animals while ensuring an engaging learning experience that combines fun with essential safety knowledge.
- It engages children through real-world scenarios and situations.

Project Overview

Interactive learning experience:

- The PetCuesGame utilizes engaging scenarios to teach children about animal behavior, promoting critical thinking and decision-making skills essential for safe interactions with pets and wildlife.

Partnership for credibility:

- Collaborating with the Regina Humane Society enhances the game's educational value, ensuring alignment with animal welfare principles and providing a trusted platform for educators and students.

Community & UN SDGs



SDG 3: Good Health & Well-being – The game enhances children's understanding of animal safety, contributing to their overall health by reducing the likelihood of animal-related injuries and fostering responsible behavior.



SDG 4: Quality Education – By utilizing a web-based platform, the PetCuesGame ensures that children from diverse backgrounds can access quality education on animal safety, bridging educational gaps.

Community & UN SDGs



SDG 15: Life on Land – The game instills values of animal welfare and biodiversity conservation, encouraging children to become advocates for responsible pet ownership and environmental protection.

Business Case

- **Problem:** Children lack proper education on safe animal interactions, leading to injuries and fear-based behaviors in animals.
- **Solution:** PetCuesGame offers a structured, engaging, and scalable way to educate children.
- **Mission:** Supports the Regina Humane Society's mission to promote responsible pet ownership.

Technology & Configuration

- **Game Engine:** Godot (GDScript) – Lightweight & optimized for web.
- **Platform:** Web-based (accessible on PC, tablet, mobile).
- **Tools:** Compatible with Chrome, Edge, Firefox, Safari (no installation required).

Project Scope

— — —

✓ Deliverables:

- Interactive real-world safety scenarios.
- Choice-based gameplay mechanics.
- Web-based deployment for easy access.

✗ Exclusions:

- No multiplayer mode.
- No advanced AI-driven behaviors.
- No personal data collection (COPPA & GDPR compliant).

Functional & Technical Requirement

— — —

✓ Functional:

- Choice-based interactive gameplay.
- Child-friendly UI.
- Animal body language recognition for safety education.

✓ Technical:

- Fast load time.
- Runs on low-end devices (tablets, school computers).
- No personal data storage (privacy compliant).
- Programming Language - GDScript.

Stakeholder Analysis

— — —

- **Rebecca Carson (RHS Representative)** – High power, high interest, supportive.
- **Teachers & Educators** – Use the game in classrooms.
- **Students** – Primary users of the game.

Challenges & Solutions

— — —

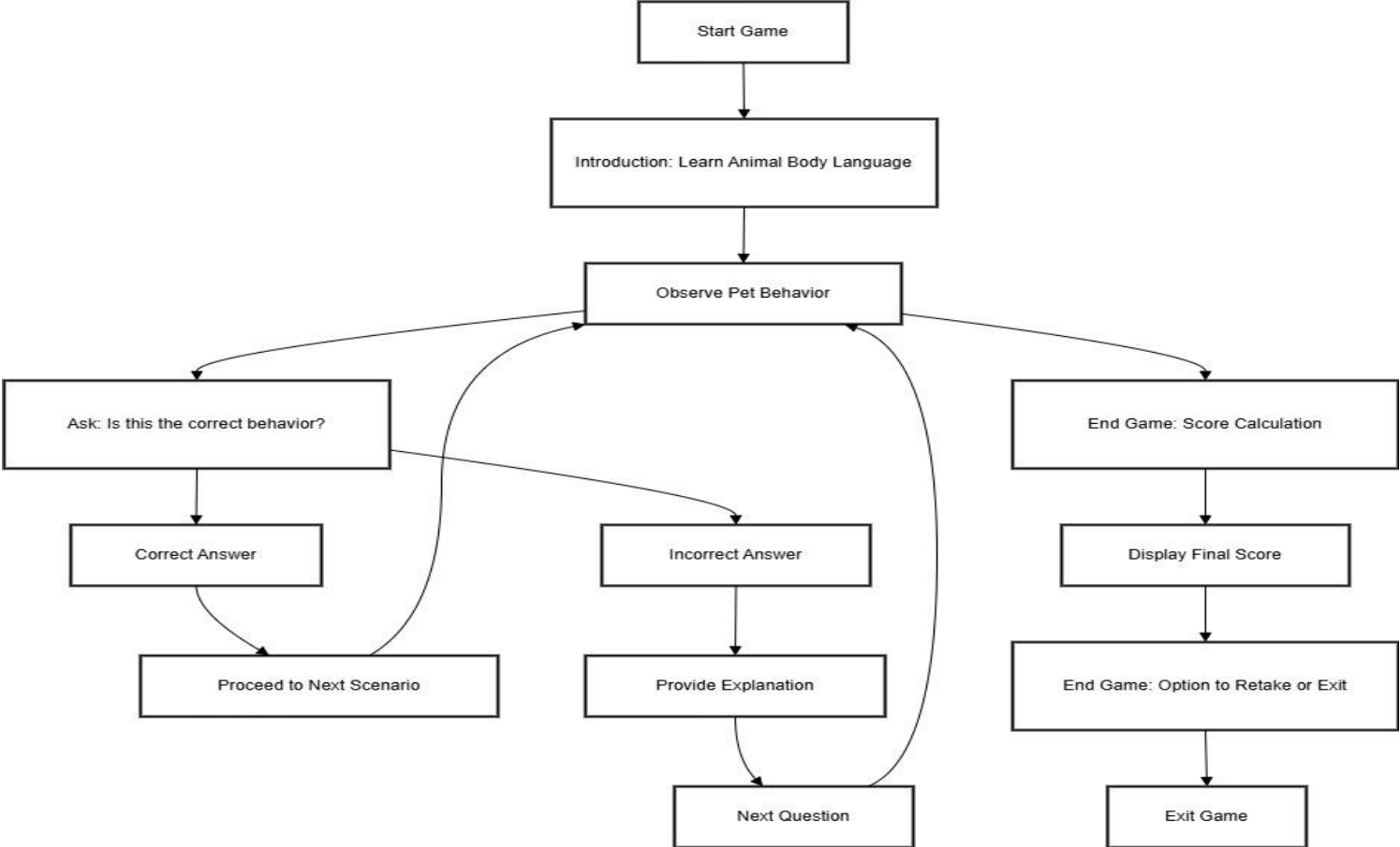
Challenges

- Lack of engaging animal safety education
- Limited school resources
- Children's short attention spans

Solution

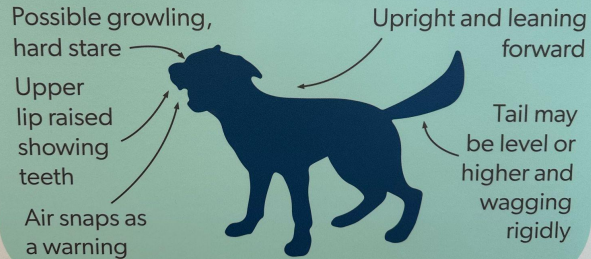
- Interactive gamified learning
- Web-based, no installation required
- Short, interactive scenarios

Workflow Diagram

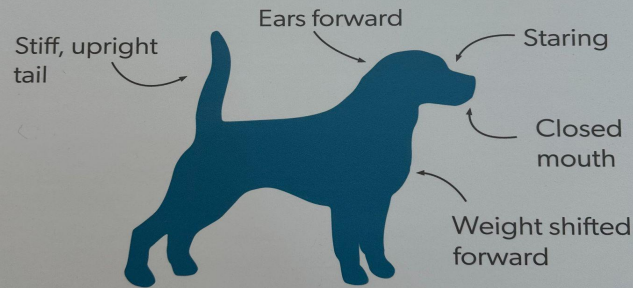


Dog Communication Pictures:

ABOUT TO FIGHT OR ATTACK



ALERT



STRESS RELIEF



Play bow

Next Steps & Conclusion

- A comprehensive implementation strategy will be developed, detailing timelines, resource allocation, and stakeholder roles to ensure the PetCuesGame is effectively launched and integrated into educational settings for maximum impact.

Thank You