



## Project scope

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| Name:                  | Premal, Vishva and Pratik                                      |
| Community & UN SDG(s): | Good health & wealth being, Life on land and Quality Education |
| Date:                  | 09/02/2025   |

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|--|---|
| Project Name   | PetCuesGame   |
| Project Deliverables   |   |
| Epic Story: Interactive Animal Safety Education Game   | <p>Work Package 1: Interactive Learning Scenarios</p> <ul style="list-style-type: none"><li>Create real-world animal interaction scenarios where players must make safe decisions (e.g., approaching a dog, reading body language).</li><li>Provide instant feedback and guidance based on player choices.</li></ul> <p>Work Package 2: Choice-Based Gameplay</p> <ul style="list-style-type: none"><li>Players engage in decision-making interactions with animated animals.</li><li>Correct choices lead to rewards, incorrect choices provide educational explanations.</li></ul> <p>Work Package 3: Game Deployment and Accessibility</p> <ul style="list-style-type: none"><li>Available for all (open source)</li><li>Optimized for PCs, tablets, and mobile devices.</li></ul> |
| Project Exclusions   |   |
| <p>✗ No multiplayer mode (single-player experience only).</p> <p>✗ No advanced AI-driven behavior simulations (basic scripted interactions only).</p> <p>✗ No personal data collection (fully COPPA &amp; GDPR compliant).</p> |   |