

Team SoPets SEP Project Update

Date: 29 March 2025

Summary

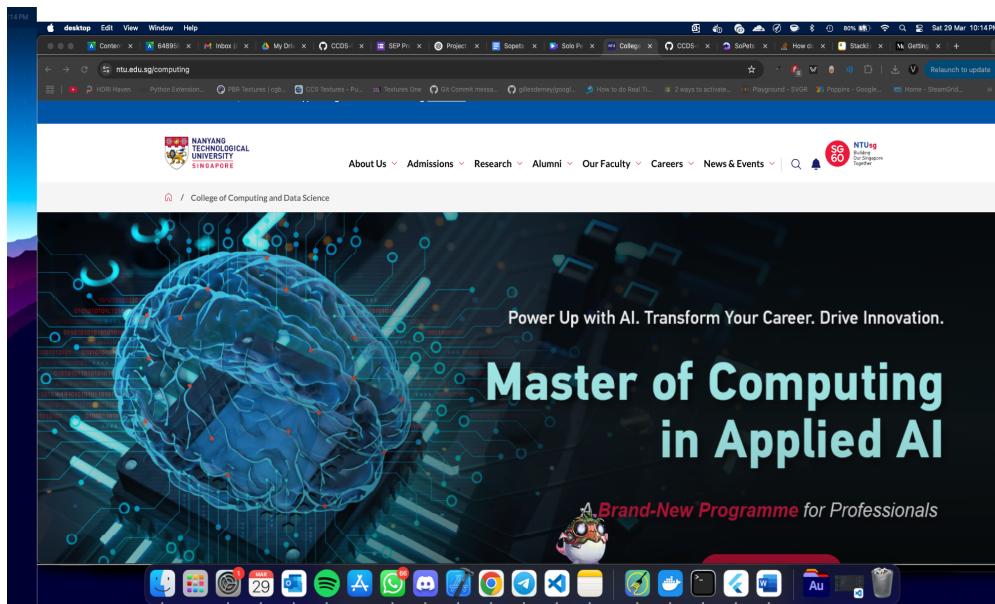
SoPets is a digital companion app designed to create a meaningful, stress-free bond between players and their SoPet, emphasizing authentic pet care experiences. Over the past two months, we have made significant progress, designing and animating various pet nature styles with mix-and-match capabilities. We built a mobile MVP featuring core pet-rearing mechanics and demonstrated real-time multiplayer pet-sharing via Bluetooth and other technologies. Additionally, we developed a proof-of-concept for seamless native desktop integration, allowing SoPets to exist within the user's workspace without disruption. To engage our audience, we also launched a project website to share updates and showcase our progress.

Key Updates

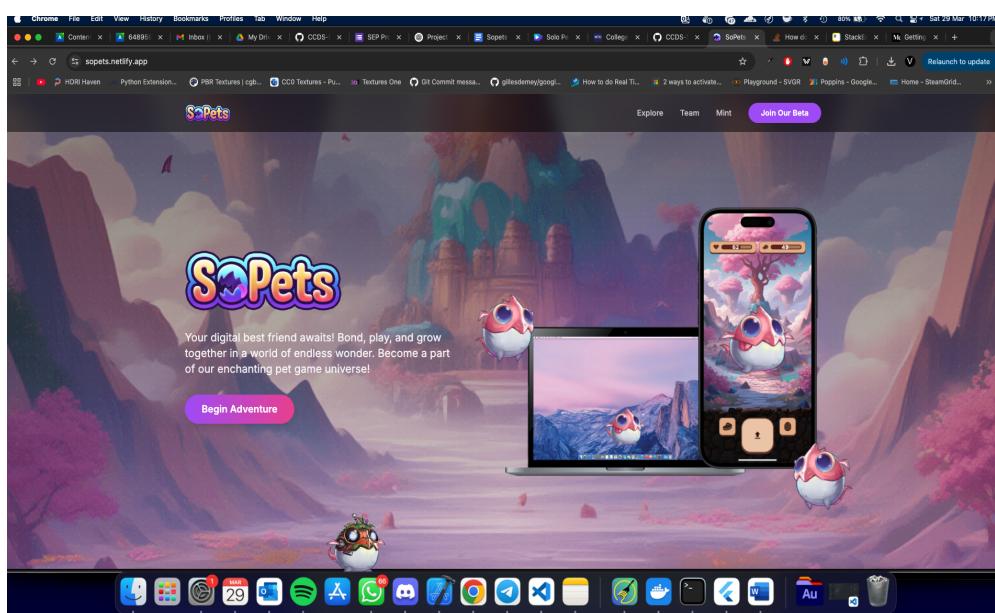
- Designed and animated multiple pet nature designs and demonstrated the mix-and-match capabilities of the pets.
- Built a basic mobile application MVP that showcases basic pet-rearing features, and demonstrated the proof-of-concept for our online multiplayer pet-sharing mechanics, using Bluetooth and other realtime technologies.



- Built the proof-of-concept of native desktop integration of our SoPet, where the digital pet can seamlessly exist within the bounds of the user's desktop, without interfering with the other windows.



- Created a [project website](#) to showcase SoPets, and to keep users updated on SoPet's progress.



For a video presentation on the progress, visit [HERE](#).

Key Achievements

- Won 1st Place in the Web3 track for the [NTU Port63 Challenge AY24/25](#), under the team name "Geek & Jeek".

Upcoming Plans

- To develop the design for the scalable backend infrastructure for the SoPets ecosystem.
- To further refine the business plan and monetisation strategies.
- To implement the MVP for the SoPets desktop integration.
- To continue working on the pet rearing features on our mobile application, and integrate with our backend systems