### Mobile Game Apps on Dog Bite Prevention

### DETAILS PROJECT REQUIREMENTS (SCOPE)

1. **General project requirement**
   * Project will be available in both English and Bahasa Melayu languages.
   * Project will be optimized for Android only.
   * Project will provide education of children on the prevention of dog bite including:
     1. Teach children how to recognize dog’s behavior
     2. Educate children perceived vulnerability towards dogs
     3. Promote safer behavior around dogs
     4. Promote health seeking behavior following dog bite
2. **Game Screens**
   1. Main Menu
      1. This screen will provide access to other screens and is the first screen players see upon entering the game
      2. Main Menu screen will allow access to:
         * Player and Team Settings screen
         * Game Level Select screen
         * Game Settings screen/popup
   2. Player and Team Settings screen
      1. This screen will allow new players to register themselves:
         * Set their name
         * Set school name
         * Choose representing avatar (character used in the game)
      2. If playing as a team, screen will allow new teams to register themselves:
         * Set team name
         * Set school name
         * Set team member count (number of members in the team)
         * Select players from registered players in order of playing, first player selected will play first, second player selected will play second
      3. Edit existing player or team
      4. Delete existing player or team
         * Confirmation popup before allowing delete
   3. Game Level Select screen
      1. This screen will let user to choose an already registered player or team
      2. This screen will let user choose a scenario/game level/situation to play with
   4. Game Settings screen/popup
      1. This will be a screen or popup to allow user to change game settings such as:
         * Preferred Language (English or Bahasa Melayu)
3. **Role Playing Game –** can be based on Players Unknown Battle Ground, Mobile Legend, Clash of Clans, or King of Glory.
   1. Top down
      1. Players will be able to move their chosen avatar forward, backward, left, right (but not diagonally)
      2. Players will be able to interact with environment such as to gather information or tips about the game
      3. Events (Module 3: Quiz) will be triggered when walking to certain parts of the environment
      4. Environments include:
         * Home (Bedroom(morning), Living Room, House Compound, Bedroom(night))
         * Outside (Street)
   2. Player Controls
      1. Controls will be displayed on screen when there is no dialog present
         * Arrow keys: Allow players to move around the environment

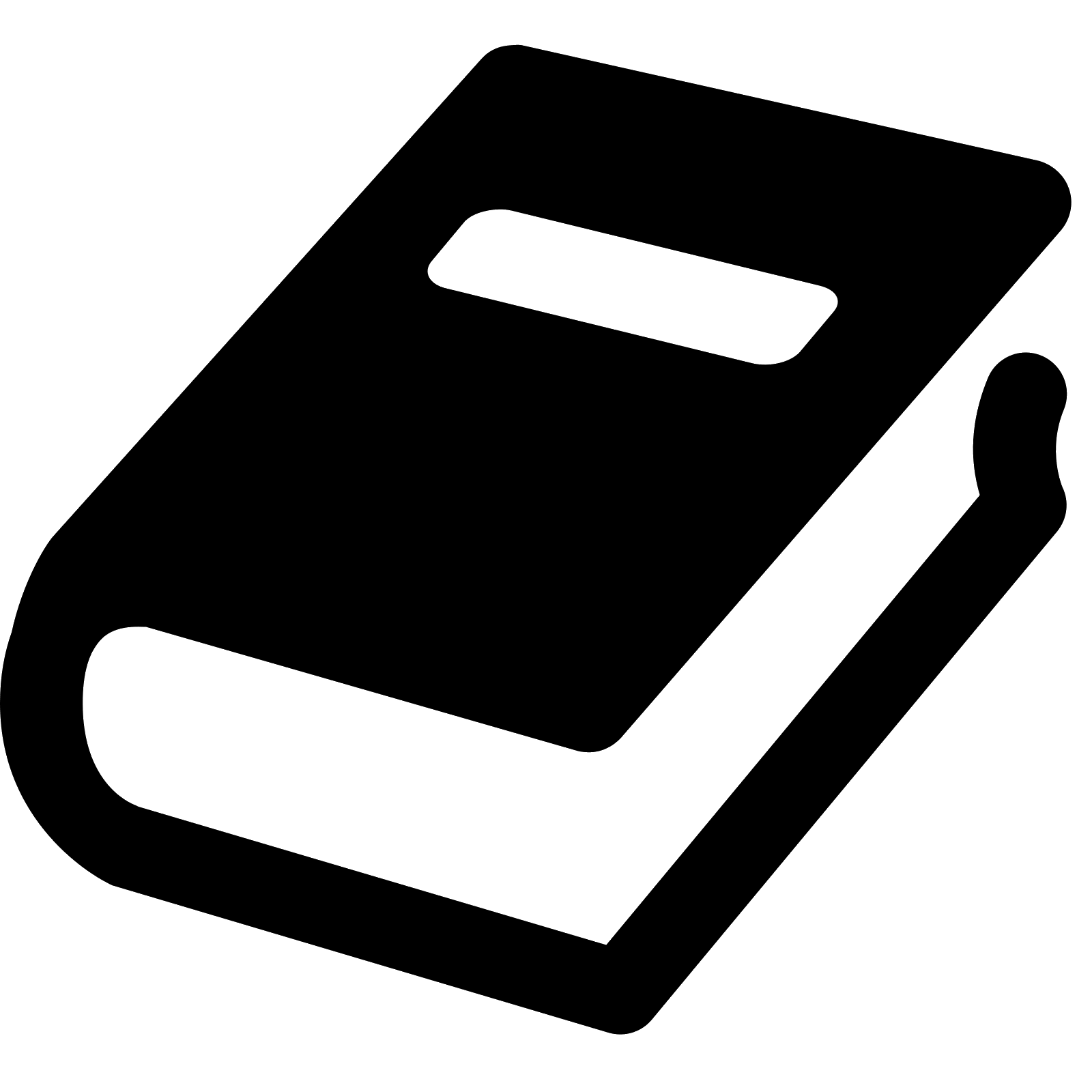


* + - * Magnifier: Allow players to interact with or inspect environment for clues



* + 1. With dialog present, arrow keys and magnifier control will be hidden or disabled. Users can go through dialog by tapping the dialog box or the screen.
  1. Persona
     1. A native boy with his friends, including a pet dog and a bird
     2. To serve as the player’s guide in the game to encourage and give tips to players
     3. Provide an engaging element to the game
  2. Dialogs/Text
     1. Will be displayed in the game will be based on language selected
     2. Dialogs text will be store as JSON with id/tags to allow for easier editing

1. **Quiz**
   1. Series of questions will come up in quiz form when events are triggered in the game.
   2. A question will appear with a list of answers. Answers will be buttons that users can tap on to make their selection.
   3. Quiz categories are:
      1. Preventing dog bite at home (Beginner)
      2. Preventing dog bite while walking on the street (Intermediate)
      3. Actions following dog bite (Advanced)
      4. Dog behavior and characteristics (Extra)
   4. If the user is correct, the game will congratulate user on picking the right answer with an explanation of why it is right and proceed normally. Score will be increased.
   5. If the user is wrong, the game will let them know that they are wrong and why the answer is wrong. Instead of game over, the game will display image of dog bite with a warning “this is what would have happened if you were not careful”. And inform them about the correct answer with the explanation of why it is right. The game will then proceed normally. Score will be deducted (half of correct answer).
   6. Quiz on higher level of difficulty will give higher score amount.
   7. Once the quiz is activated the players cannot choose any other actions besides picking an answer.
   8. Quiz text (question, answer, wrong answer text, correct answer text) will be stored as JSON with id/tags to allow for easier editing.
2. **Guide Book**
   1. Guide Book can be obtained early in the game. Guide book will contain basic information with pictures about topics such as:
      1. Recognizing dog’s behavior and characteristics
      2. Preventing dog bites when encountering or interacting with a dog
      3. Actions following dog bite depending on severity of injury
   2. Guide book can be accessed at top right corner of screen and is shown as a book icon



1. **Competition and Leaderboard**
   1. While in competition mode, scores obtained will be sent to server for the leaderboard.
   2. Leaderboard screen will be accessible from the Main Menu to see which team/school currently holds the highest score.
   3. A game version containing the “Competition and Leaderboard” module may be created separately. This game version will not contain a Guide Book for reference or provide hints to players.
   4. Note: The game version installed for learning/practice use will not contain this module as scores will not be required to be sent to a server.
   5. Players in a team will take turns to go through the game and get scores for their team. The team with the highest combined total score will be ranked highest on the leaderboard.
   6. Each team will be allowed to submit score MAX 3 times (Counted by server).

**SOFTWARE IMPLEMENTATION STRATEGY**

1. All software will be implementing by whole modules.
2. We need all staff co-operation to test and try the system and feedback to us before final implementation.
3. This game application will not have any integration to the external system.

**SYSTEM IMPLEMENTATION STRATEGY**

1. Games implementations.
2. Game will be compile into apk format.
3. User can download and install the game in their mobile devices
4. Website will provide a link allowing user to download the game.
5. Enjoy the game
6. Games website will be implement through the following stages.
7. Domain registration
8. DNS configurations
9. Applications server installation
10. Apache server configurations
11. Website deployments and testing