**THE PROPOSED GAME CONTENT FOR RABIES WARRIOR GAME APPLICATION**

1. **Introduction**

The apps of Dog Bite Prevention is created and innovated based on the necessity in educating and attracting the children in learning the basic concept of preventing them from being a victim of a dog bite.

1. **Language**

This app will have two choices of language namely Malay language and English language. Another option of language is Chinese language as many Sarawak people are Chinese. This is vital in accommodating the different of language fluency in different player.

1. **Visual**

The game should be using the colourful 3-dimensional visual with real effect, real looking appearance and high resolution. These criteria are the most preferred ones by children aged 13 to 14 years old based on the result of qualitative pre-test on game content validation.

1. **Character**

The character in the game should be multiple and in different gender. The costumes used are the traditional warrior with fighting spirit. Some costumes can be obtained by redeeming coins if the player wishes to change the costumes for the purpose of improving the character’s appearance such as the royal warrior costumes.

The character also can be chosen by the player based on their preferences. There are some characters that reserved to be selected by redeeming the coins. These special characters possess special criteria that are superior than the other ordinary character such as able to run faster, has ability to jump higher and other superior criteria.

All character has basic weapon such as sword but player can redeem point for more powerful weapon. Furthermore, all character has no shield at initial stage. However, they are allowed to redeem point to buy specific shield which function mainly to prevent against dog bite and not to protect during fighting. The game can be selected for team fighter or single fighter. The team fighter can be either by joining other player or randomly selected by the game.

1. **Choice of Situation**

The game will provide 3 choices of situation namely at a village, forest or town.

1. **Content**

The game should be classified into three levels namely Beginner, Intermediate and Advanced. The game begins with the selection of character, situation and player number (if more than one player is competing in a game simultaneously).

Later, the player can start the game according to the respective situation. The movement of players are basically walk, run, jump and crawling. This game does not merely focus on meeting dogs but also meeting some hurdles and obstacles during the journey. The journey involves a warrior who is under special operation to save someone or to get access to a secret place where a valuable item or a naïve person to be saved is located. He/she will encounter weapon-loaded enemies during the journey and thus requires skill to fight them back. The players will also meet dogs either owned by the enemy or encountered stray dogs during the journey.

The level of difficulties may be differentiated with the difficulties, type and number of obstacles faced by the player during the journey. Thus, the level of difficulties will be stepped up following the entry into next mission. Upon obtaining the item or saved person at the end of the game, the player will gain high coins.

1. Meaning

* The game begins with a short story or briefing on the mission and the objective of the mission
  + If the game involves a team, a short conversation discussing the mission can be included instead
* The objective of a mission can be either to search for treasure or to save someone (family members, country leaders etc.)
  + In the game involves a team, the character selected by player will be the leader of the team and thus the player will decide where the other player should move to.
    - An animal can also be included in the team such as a cat for entering narrow space area for instance a gas channel in order to get an access to the a secret isolated room or alternative route to a secret room. This animal may find the hidden key button to open the room door to allow access for his teammates to enter the room before get access to continue the journey to other phases.
* While the cat is searching for the access to the room, the other teammates will have to face obstacles such as the guards.

1. Empowerment

* Whenever the player manage to complete a mission, he/she will have the access to another mission
* The mark will be doubled once they complete the mission and the next mission / level will provide higher marks for every correct answer compared to the previous level / mission. This will provide a competitive game for all players in which will attract them to play it and at the same time help in educating them about dog bite prevention.
* During the journey, the player will meet dogs and have to stop and behave appropriately to prevent them from being chased or attacked by the dog
  + The player will be shown the detail picture of the dog (magnified picture) met. Then he/she will have to answer questions regarding their decision whether the dog is safe to be approached or vice versa.
    - Correct answer
      * Coins will be given in terms of coin
    - Wrong answer
      * The coins will be deducted
      * Every wrong answer selected will be illustrated with the video of the character being bitten by the dog. The wound severity varies based on the situation or events illustrated.
      * If the wrong answer indicates that the player decides to approach a non-safe dog, he/she will be attacked and bitten by the dog
        + He/she will be required to answer another question on the next course of action following the bite. If he/she answered correctly, he/she can proceed with the game. If wrong answer given, the game ended there unless he/she have sufficient coins to redeem to proceed with the game from the point before meeting the dog
        + The example of situation and choice of answer for post dog bite management is as below.

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| **NO.** | **EVENTS** | **ACTION** |
| 1 | You receive a small bite from a dog on your arm | Kick or hit the dog to punish it for biting you |
| Immediately report the injury to an adult teammates |
| 2 | A dog that was vaccinated with anti-rabies and neutered, bite you on your right leg with superficial bite wound noted | Flush and wash the wound with clean water and soap or wound cleansing medicated solution for 15 minutes |
| Wash the wound with clean running water for less than one minute until no dirt seen over the wound |
| 3 | A dog attacked you resulted in obvious scratches with no bleeding on your both legs following the attack. You were advised by your teammates to go to a nearby clinic immediately | Agree to go to clinic for getting anti-rabies vaccine and wound treatment |
| Refused to go to the clinic as the wound was not severe and not even bleeding |
| 4 | You found that the dog that bitten you seems ill | Tell your adult teammates about it so that he/she can report this to the authority |
| No need to worry. The dog’s illness will be recovered soon by itself |
| 5 | You fell down on the ground while you were running and noted a superficial wound over your left knee. Suddenly, a dog came to you and licked your wounded knee | Tell your adult teammates and later you flush and wash the wound with clean water and soap or wound cleansing medicated solution for at least 15 minutes. Subsequently, you go to seek treatment in nearby clinic as soon as possible |
| Keep quiet and did not tell your adult teammates |

* The player also may encounter some coins, diamonds etc. during the journey
  + They have to pick these to get extra coins
* The player may encounter rare tonic or booster during the journey
  + They have to pick these to increase their lifespan or energy
* The player will meet some enemies either during the journey or upon reaching a building where the hidden item or locked person to be saved is located.
  + They need to kill the enemy in order to get extra coins

1. Social Influence

* The player may request for new team member if the character he/she played and the other team members played by the apps are dying
  + This requires buying of hero/heroin by redeeming coins
* During the journey, the player has to be very careful of the bump, drain, hole, cliff, canyon etc.
  + Otherwise he/she may fall into those stated above and eventually dies.

1. Unpredictability

* During the journey, there will be a mystery box that will be met by the player
  + The box need to be collected for certain amount in order to get
    - Temporary equipment such as
      * Shield that may help to protect the player from being bitten by dog or injured
      * Speed up power or tool to make the character moves faster
  + The box may also contain some amount of coins that can be obtained immediately without having to collect the box
* The player may encounter dogs in different situation and also different dog’s behaviour
  + Thus, wise decision need to be made in response to it. There are choices of action need to be selected by the player.
    - Correct answer
      * Coins will be given in terms of coin
    - Wrong answer
      * The coins will be deducted
      * The player will be attacked and bitten by the dog
        + Subsequently, the player needs to answer this question following the dog attack / bite. If he/she answered correctly, he/she can proceed with the game. If wrong answer given, the game ended there unless he/she have sufficient coins to redeem to proceed with the game from the point before meeting the dog
  + The example of the situation and dog’s behaviour is explained as below.

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| **ACTIVITY** | **ACTION** | |
| 1. **While you are walking / running** | | |
| Encounter a stray dog in front of you | | * Tease the dog * Run or walk away quickly from the dog * Play with the dog * Remain motionless and do nothing at all * Yell at the dog to scare it away |
| Encounter a stray dog barking loudly at you | | * Run away from the dog immediately to keep yourself at a safe distance * Gently walk away from the dog without eye contact * Gently walk away from the dog, but watch it carefully as you move away to be sure it doesn’t attack you * Yell back at the dog to scare the dog away |
| Encounter a stray dog displaying unusual behavior like wandering around here and there aimless and easy to get irritant and angry | | * Ignore it * Play with the dog to understand what is going on * Yell at the dog, or else tease it * Walk away from the dog quickly * Immediately report to adult teammates |
| Encounter a friendly and known stray dog while it was sleeping | | * Pet it * Pet it when many adult teammates are present around you * Tease it and prick it with your weapon to wake it up * Tickle it to get it play with you * Let it sleep undisturbed |
| Encounter a friendly and known stray dog while it was eating | | * Pet it * Pet it when many adults are presence around you * Tease it and prick it with your weapon to initiate a conversation * Tickle it to get it play with you * Let it eat undisturbed |
| Knocked over by a dog while running | | * Get up and run away from the dog as fast as you can * Roll into a ball and lie still * Fight to protect yourself from the dog, especially by kicking it * Yell at the dog to scare it away |
| Encounter one of your village people is walking with his dog on the same street. You want to pet his dog | | * Pet it straight away as you were told that the dog was neutered * Pet it straight away as you were told that the dog was vaccinated against rabies virus * Let the dog see you and sniff your hand before petting it * Reach to pet the dog on its back before it comes forward with its nose to sniff you * Pet the dog gently from behind so that it will not be frightened by the sight of a stranger * Lie on the ground first so the dog can see you as not a threat, and then pet the dog |
| Encounter a known villager walking with his dog and you were asked by him to pet his dog. Which part of body of the dog is the least safe to pat on? | | * Back * Under the chin * Top of head * On the chest |
| Encounter a known villager walking with his dog and you want to pet his dog. Which is the safest direction to approach a dog? | | * From the front * From the side * From behind |
| Encounter many dogs with many expression | | * Cute and cuddly dogs is safe to be approached * Scary dogs are to be avoided * Perceived that all the dogs have a potential to bite you. Thus, avoiding from approaching all of them * The sick or injured dog can be safely approached because it is weak and non-aggressive |
| Encounter two dogs are fighting and looks like as if they were hurting each other really badly | | * Try to break them up to avoid injuries to any of them * Scream to peers to have a look * Stay away from them and go back home * Scream at the dogs to stop * Go punish the ‘bad’ dog by hitting it, perhaps with a stick if he can find one |

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| **ACTIVITY** | **ACTION** | |
| 1. **In a building / room where the item or person to be saved is located** | | |
| A dog is lying down and sleeping on the floor | | * Touch the dog softly * Pet the dog to wake it up and play with it * Turn on radio to wake it up * Let it sleep and don’t disturb it |
| A dog is chewing on the item that you are looking for | | * Run up to the dog and try to get the item out of its mouth as soon as possible before it breaks it * Shout loudly for help from your teammates * Just walk away quietly and then get help from your teammates * Yell at the dog to scare it so it will drop the toy |

1. Avoidance

* During the journey, the player may encounter a hidden place to hide from the enemy. The player may receive an instruction during the game such that ‘a troop of enemy is marching towards you. Please find your nearest place to hide and let them passed in front you. You may get out of the place once you are sure that all the enemies in the group had passed by’. Some situation may involve a group of dogs quarrelling or running or walking instead of the enemy. There will be 2 such situations that the player have to go through during each mission.
  + The player has to correctly answer one question on vulnerability perception towards dog before they can ensure that the enemy had gone and they are safe to get out from the hiding place. If they answered wrongly, an unexpected enemy or dog will attack them. The choice of questions is as below and all questions must be included in this game.
    - Do you think that you can run faster than unknown dogs so as to avoid them from biting you?
    - Do you think that you can shout loudly to scare a dog away when it is coming towards you?
    - Do you think that you will not ever be bitten by a dog?
    - Do you think that you can play harder with dogs if you have just got vaccines of rabies?
    - Do you think that you can safely approach the dog from behind as long as the dog does not see you?
    - Do you think that you can safely play gently with puppies when their mother is present?
    - If you want to approach a dog, which direction is the safest to do it? Front, behind or side?
    - Assuming that you own a dog, do you think that the dog in your own family is less likely to bite people than the average dog?
    - Assuming that you own a dog, do you think that you can touch or pet your dog while it is sleeping deeply?
    - Assuming that you own a dog, do you think that your dog will not hurt you in the future as it knows you very well?
    - Assuming that you own a dog, do you think that you can play a bit harder or wrestle with your dog if it seems to be enjoying it?
    - Assuming that you own a dog, do you think that you can pet your dog while it eats as a reward for its good behavior?

1. Scarcity

* There will be a mission with time counting whereby the player have to complete the mission within the allocated time or otherwise he/she will fail to accomplish the mission
* One mission may be divided into 3 divided phase with specific allocated time in each phase. The time will be extended on the next phase based on the add-on time from the remaining time saved in previous phase upon the completion of the previous phase.
* A count down will be sounded if the player reaches the allocated time to motivate the player to act faster to complete the phase

1. Ownership

* The player may have managed to collect equipment, diamond etc., during the journey. These items are not lost and can be carried forward to be used in the next mission.
* The coins are also exchangeable with equipment

1. Accomplishment

* Upon mission accomplishment, the player will get a trophy and this can be carried forward for the next game. The number of trophy gains at the end of every mission depends on the performance of the player. If the player played very well, perhaps he/she can get 5 trophies
  + The player with highest number of trophy will be the top rankers in a leader board
    - Thus, an internet connection is required if the player wants to know his/her rank in the game as they are competing with other players from all over the world
    - There will be two ranks namely rank according to trophies and rank according to total number of coins remained collected at the end of the game
      * End of game is not necessarily to complete all the game but may count for those who complete at least 3 missions.
* There will also be a progress bar that can be assessed and viewed in the available menu section