

## **POCHERMON: Edge-AI Dual Edition — Gotta Save 'Em All, Gotta Learn Together**

Welcome! This Game Boy Color project for GB Studio blends conservation, empathy, and Edge AI ethics. Choose the Ranger to deploy camera traps and rescue wildlife, or the Poacher to experience the pressures of survival. Discuss the trade-offs together and aim for the Shared Future ending.

## **Setup & Controls**

Open GB Studio 3.2+ and choose Open Project -> project.gbsproj. Build/Run in emulator. Controls: A — Interact / Accelerate (Chase) B — Whip (Ranger) / Capture (Poacher) Start — Open game menu (if configured) On the Title screen, talk to the Ranger to start Ranger Campaign, or to the Poacher to start Poacher Campaign.

## Ranger Campaign — Protect the Wild

Set Edge-AI traps (AI nodes), wait for detections, and rescue animals to fill your SaveDex. Successful rescues increase ModelAccuracy and reduce DetectionInterval (faster alerts). During chases, press A to accelerate and B to whip; stopping poachers also improves the model. Beware bias: high accuracy can still misclassify humans—return to HQ/Tutorial to learn and recalibrate.

## **Poacher Campaign — Survive the System**

Avoid camera traps, lay bait, and try to capture small animals. At the market you can SELL (Money +10, Empathy -1) or RELEASE (Empathy +3). Earn enough money to improve FamilyHealth. If Empathy reaches 80 and you release an animal at the Market, you can unlock the Shared Future scene.

## **Shared Future Ending — Learn Together**

When compassion is chosen, the Ranger and Poacher collaborate in a Community AI lab. Message: Machines learn from data; we learn from each other. Consider replaying to see how different choices affect outcomes.

## **Edge AI 101 – Classroom Notes**

Edge AI runs models on devices near the data (e.g., camera traps). Benefits: low latency, privacy, low connectivity needs. Challenges: bias (false positives), limited power and memory. Human-in-the-loop corrections (like the Ranger's actions) help models improve fairly. Discuss: How do we balance protection of wildlife with human needs?

## **Activity — Add Your Own Animal**

With your kid, add a new species: copy an animal sprite, add a new variable SavedNewSpecies (0/1), and extend the trap logic to award AnimalsSaved and display SaveDex updated.

Try changing DetectionInterval when a rare species is saved to show conservation priority.