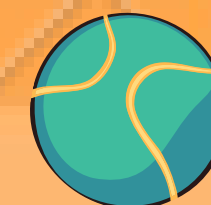
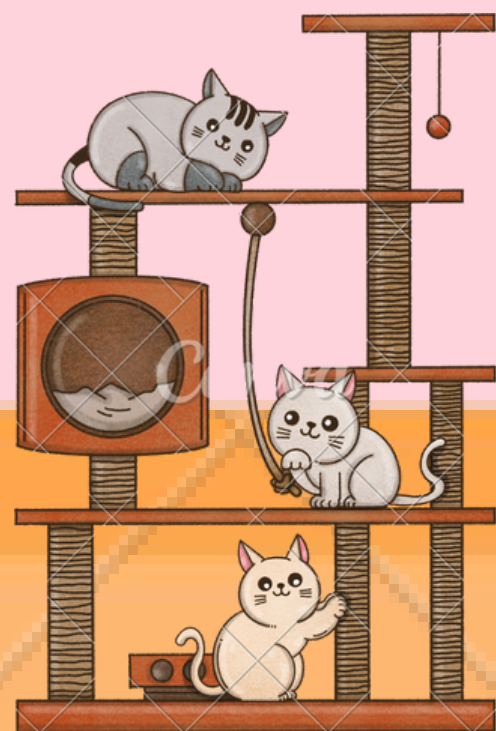
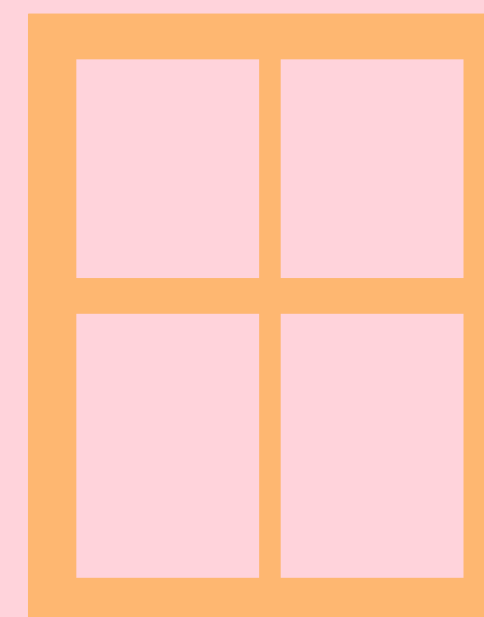
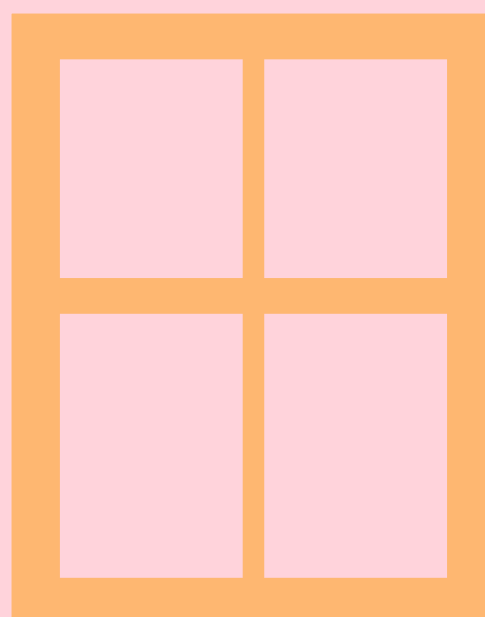


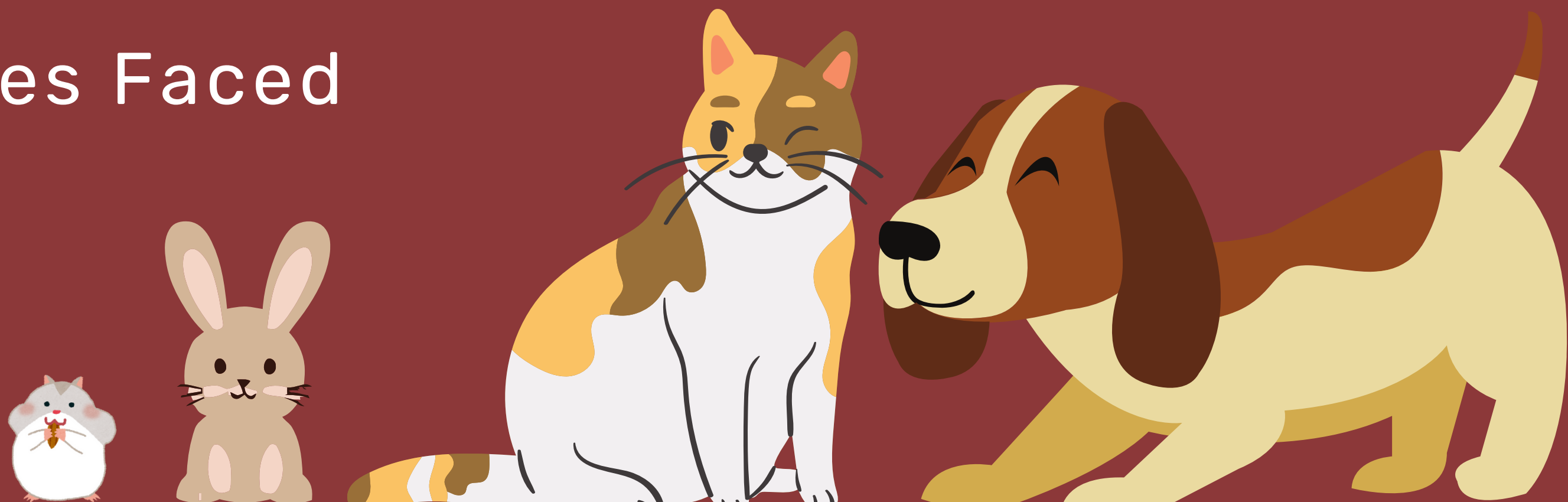
MID-PROJECT REVIEW

Responsible Pet Ownership Gamification



Topic:

- 1 Introduction
- 2 Our Gamification Idea
- 3 Future Plans
- 4 Challenges Faced



Introduction

From the AVS Website

- From 2018-2021, the amount of feedback received relating to animal cruelty & welfare rose from 2,490 to 3,025 cases.
- Increases is likely due to the public greater awareness of animal welfare rather than increased incidence of cruelty
- Majority of feedback received was not related to animal cruelty or animal welfare (mostly pertained to nuisance caused by pets)- eg loud noises, unpleasant smells, poor hygiene, and neighbourly dispute

<https://www.nparks.gov.sg/avs/animals/animal-welfare/animal-and-pets-welfare/animal-cruelty-and-welfare-cases>



Our Focus



Establishing a platform for education on Responsible Pet Ownership



Targeting children aged 7-12 years old to develop a stable foundation of knowledge



Enabling accessibility for knowledge of various aspects of owning a pet

Modified Board Game Model with Cards

Each player is given a pet token (Cat, Dog, Hamster and Rabbit)

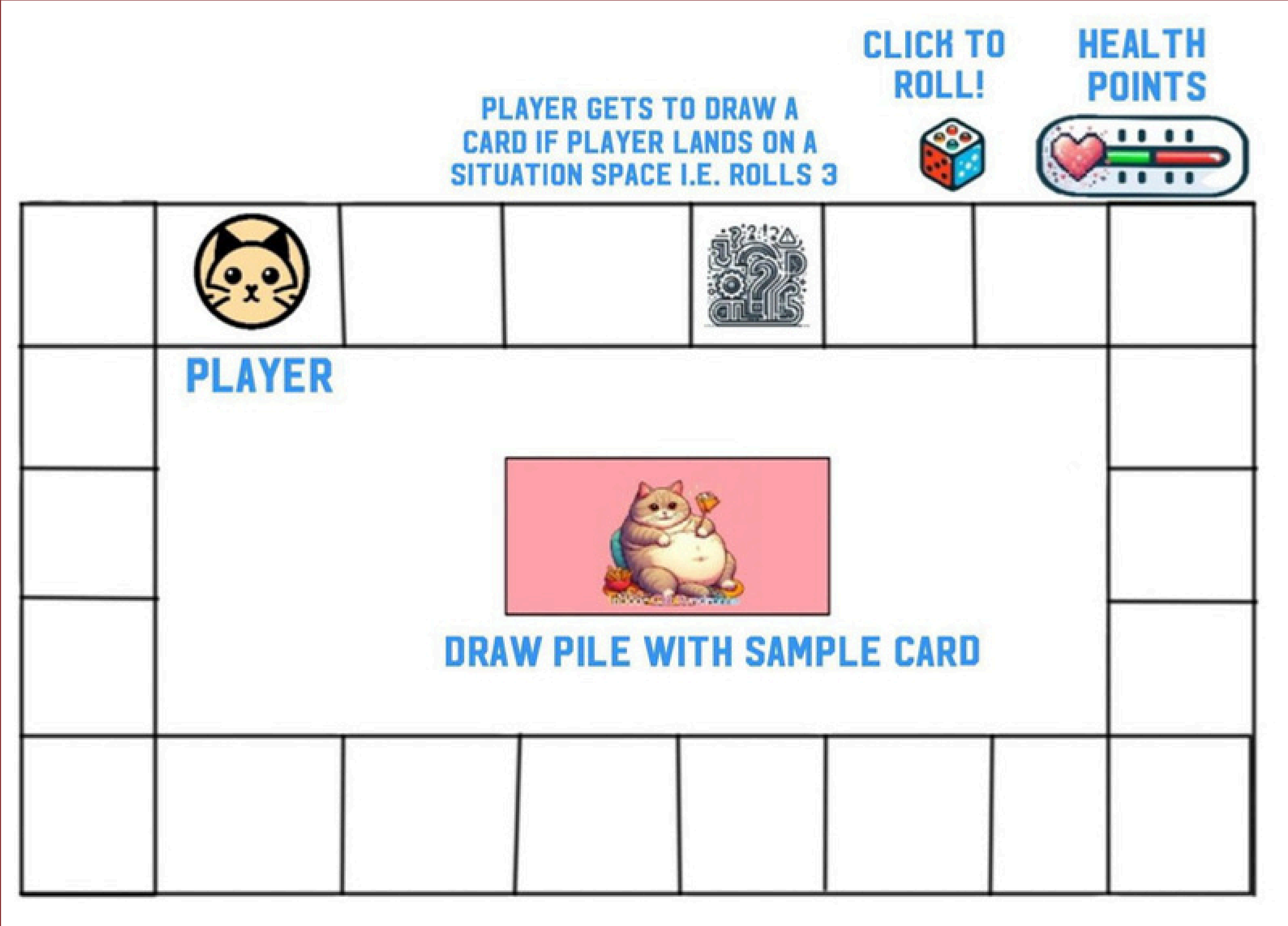


Objective: Keep your pet alive through the various challenges faced

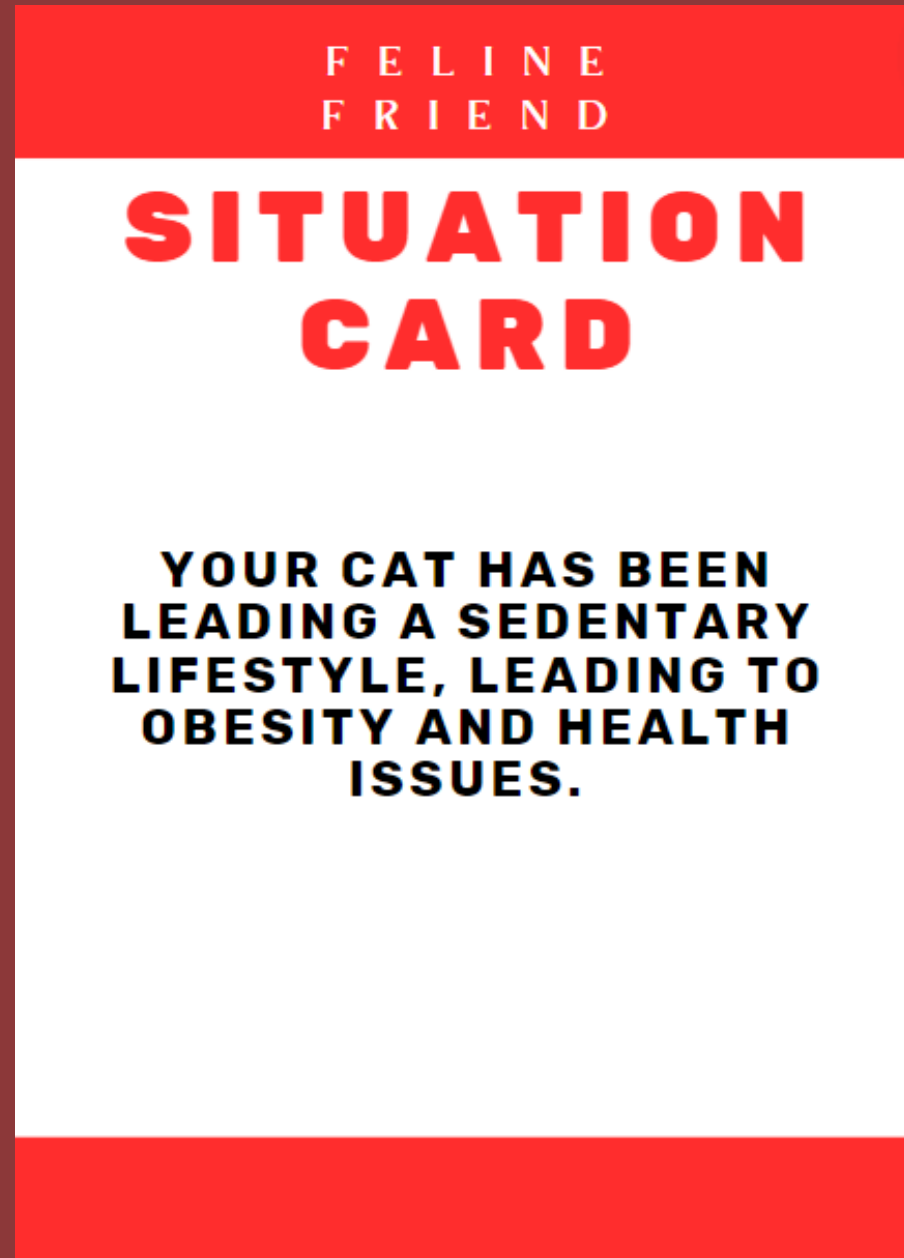
How does our game differ from the traditional monopoly?

- Instead of competing with other players, a player competes with his/her own personal best score in terms of keeping the pet alive for as long as possible
- We replaced the bank notes in monopoly with a health bar to measure players' progress, as keeping the pet healthy is the aim of our game
- To win, a player has to make correct decisions beneficial to the pets' well-being, until the pet exceeds/lives up to its natural life expectancy
- Upon winning, player can replay to find out about other pets of interest
- A player loses when the pet dies before reaching its full life expectancy, at which point the player would have the option to try again

Sketch of our game design



Test knowledge of Player in every aspect of Pet Ownership



What should you do?

Do not disturb it, it needs more rest.

Install a cat condo to create vertical space for climbing and exploration.

Let it wander outside the house freely without supervision

Situation card cover topics such as Diet, Toxic items, Personality and many more !!

Do not disturb it, it needs more rest.

Loses 1 HP

Install a cat condo to create vertical space for climbing and exploration.

No Effect

Let it wander outside the house freely without supervision

Loses 1 HP

Every player will start with:

Health:



(5 HP)

**If health stat reaches zero,
player loses game.**

Stage of our Project



- Currently, we are still in the early stages of developing the board game and its mechanics
- Some changes are still being discussed in the aspect of action/situation cards
- Our future plan is to expand into digitalizing our game into an app

Challenges Faced

- Fitting our schedules together
- Yet to test out the game
- Need to work on simplifying the game to make it easier for children to understand and play
- Refining appeal factors to encourage and pique interest in children to play continuously