FBLA PRESENTATION DECK â VIRTUAL PET COMPANION

- â Use this outline with Google Slides, PowerPoint, or Marp. Each top-level heading ('##') represents a slide.
- â Suggested timing: 7 minutes total.

SLIDE 1 â TITLE & TEAM

- â¢ Project: Virtual Pet Companion â Financial Literacy Through Gameplay
- â¢ Team Members: *Add names*
- â¢ FBLA Intro to Programming â¢ November 2025
- â¢ QR code / short link to live demo

SLIDE 2 â PROBLEM & VISION

- â¢ Students struggle to connect daily habits with budgeting concepts.
- â¢ Traditional lessons lack engagement or personalization.
- â¢ Our solution: gamified pet care + real-world finance scenarios + AI coaching.

SLIDE 3 â FEATURE SNAPSHOT

- â¢ Adopt & customize animated pets.
- â¢ Real-time stat management (hunger, happiness, cleanliness, energy, health).
- â¢ Mini-games & shop with balanced economy.
- â¢ AI mood insights, health forecasts, and spending advice.
- â¢ Accessibility-first design (color-blind, reduced motion, keyboard nav).

SLIDE 4 â ARCHITECTURE OVERVIEW

- â¢ React + Vite frontend with Supabase JS.
- â¢ FastAPI backend exposing domain routers.
- â¢ Supabase Postgres for auth, pets, and transactions.
- â¢ AI service layer ready for OpenRouter integration.
- â¢ Callout: see 'docs/architecture-diagram.mmd'.

SLIDE 5 – SUPABASE DATA MODEL

- Profiles (username, coins) auto-created via trigger.
- Pets table with mood/XP stats (1:1 per profile).
- Transactions, inventory, and shop tables for economy.
- RLS policies enforce per-user access.
- Callout: 'docs/supabase-erd.mmd'.

SLIDE 6 – DEMO HIGHLIGHTS

- Onboarding → Dashboard animations.
- Care loop (feed/play/clean/rest) with AI reactions.
- Finance dashboard & CSV export.
- Mini-game quick showcase (Memory Match).
- NextGen Lab (voice, AR, weather concepts).

SLIDE 7 – IMPACT & OUTCOMES

- Reinforces budgeting vocabulary (income, expense, savings).
- Encourages routine building via streaks and notifications.
- Analytics turn gameplay into reflective learning moments.
- Designed to scale into classroom challenges with leaderboards.

SLIDE 8 – ACCESSIBILITY & INCLUSION

- Dual themes + color-blind palette + high contrast.
- Keyboard-first navigation and descriptive tooltips.
- Screen-reader friendly headings and ARIA labels.
- Offline banner + caching for limited connectivity environments.

SLIDE 9 – TESTING & QUALITY

- Backend: pytest suites covering AI, finance, pets, analytics.
- Frontend: ESLint, unit tests, and Playwright smoke path.
- Automated coverage report ('reports/test-coverage.md').
- Seed script ensures consistent judge-ready data.

SLIDE 10 – ROADMAP & CALL-TO-ACTION

â¢ Upcoming: multi-pet families, classroom challenges, mobile PWA.

â¢ AI: live LLM personalities via OpenRouter.

â¢ Hardware: IoT badge for real-world habit tracking.

â¢ Ask judges: feedback on curriculum alignment and partnership ideas.

PRESENTER NOTES

â¢ Pair this deck with 'docs/demo-script.md'.

â¢ Embed screenshots/gifs for care loop, analytics, and mini-games.

â¢ Leave time for Q&A; reference user manual for detailed answers.