



Problem Statement

SIH1281 - Development of gamified platform on Children's Rights to increase legal literacy and awareness among children in India

Organization - Ministry of Law and Justice

Team Name

- Innocence's Valor

Team Leader

- Keshavarathinam S

Institution Name

- Mepco Schlenk Engineering College

Mentors

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Team Members

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Idea / Solution

- A **mission-based 3D** offline game designed to teach children's legal literacy.
- Every mission will assign the gamer with a task that will make them aware of kid rights.
- During the missions, the player will be required to make judgments that are similar to those that a normal person would make in such situation.
- The game flow is guided in such a way that the player is led to achieve the task, which requires making him/her aware of the law indicated in that specific article from the Indian Constitution.
- There will be certain evaluation missions at the end of the game that can be used to analyze the players' performance and grasp of the regulations.






Technologies Used

- Game Engine - Unity
- Programming Language - C#
- 3D Modelling and Animation - Mixamo, Blender

Dependencies


- Basic Education is needed to read the conversations handled in the Game
- Not For Physically Disabled Children.

Innovation

- Innovative Ideas are put into practice as missions to deliver legal rights in a suitable way.
 - Artificial Intelligence - Dynamic NPC Behavior, Procedural Generation
 - Visual and Audio Innovation - High-Fidelity Graphics, Emotive Sound Design
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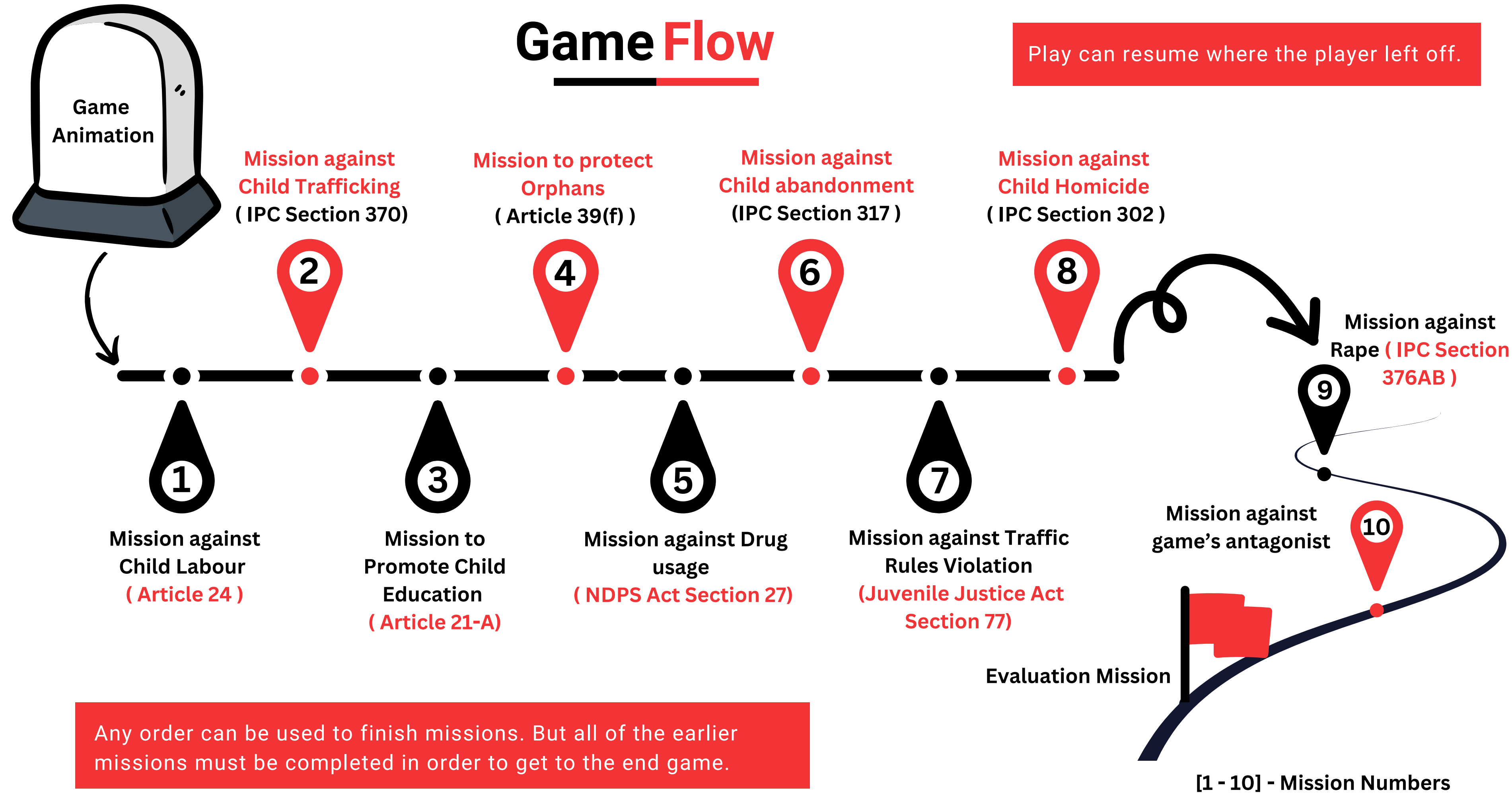
Missions

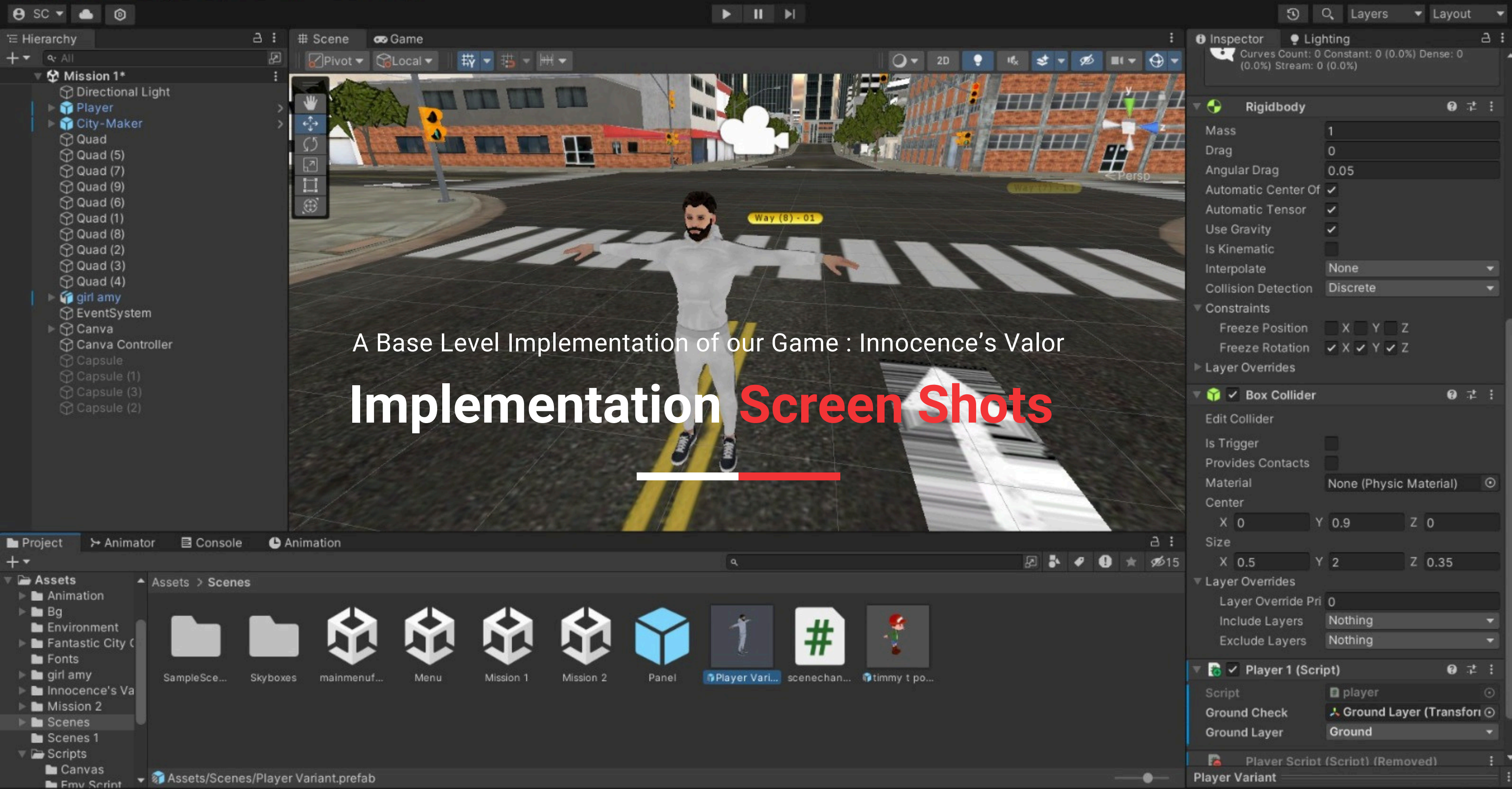


1. Mission against Child Labour (Article 24)
 2. Mission against Child Trafficking (IPC Section 370)
 3. Mission to Promote Child Education (Article 21-A)
 4. Mission to protect Orphans (Article 39(f))
 5. Mission to protect Mission against Drug usage (NDPS Act Section 27)
 6. Mission against Traffic Rules Violation (Juvenile Justice Act Section 77)
 7. Mission against Child Homicide (IPC Section 302)
 8. Mission against Child abandonment (IPC Section 317)
 9. Mission against Rape (IPC Section 376AB)
 10. End Game: Mission against game's antagonist (Evaluation Mission)
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GameFlow

Play can resume where the player left off.







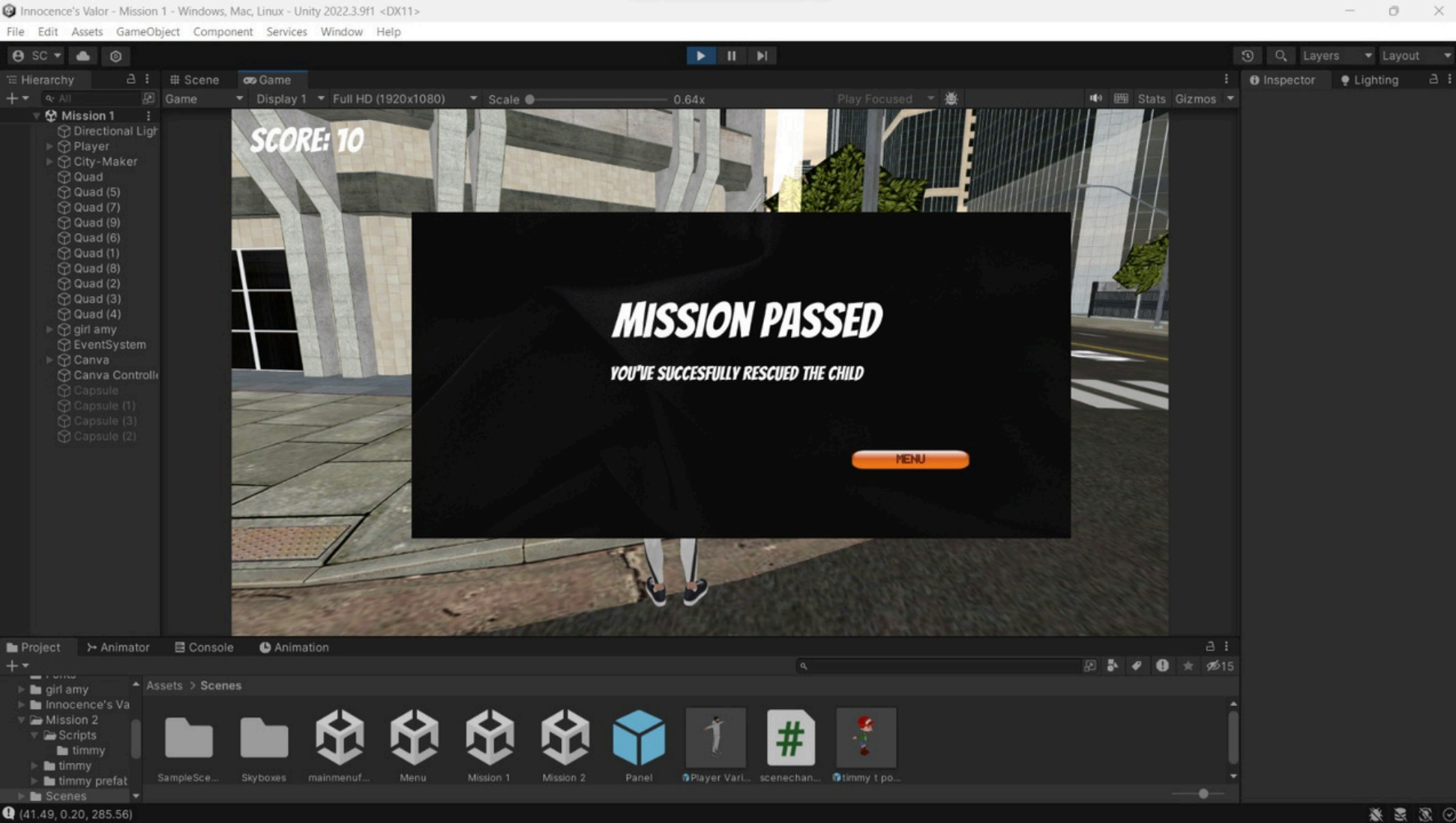
The player has two options after discovering the beggar youngster:

- Call the child helpline and help with the child's schooling
- Donate money and leave.

Interaction that takes place when the player chooses to help the child :

- Here, the participant is made aware of the right to education for all children (**Article 21A**).



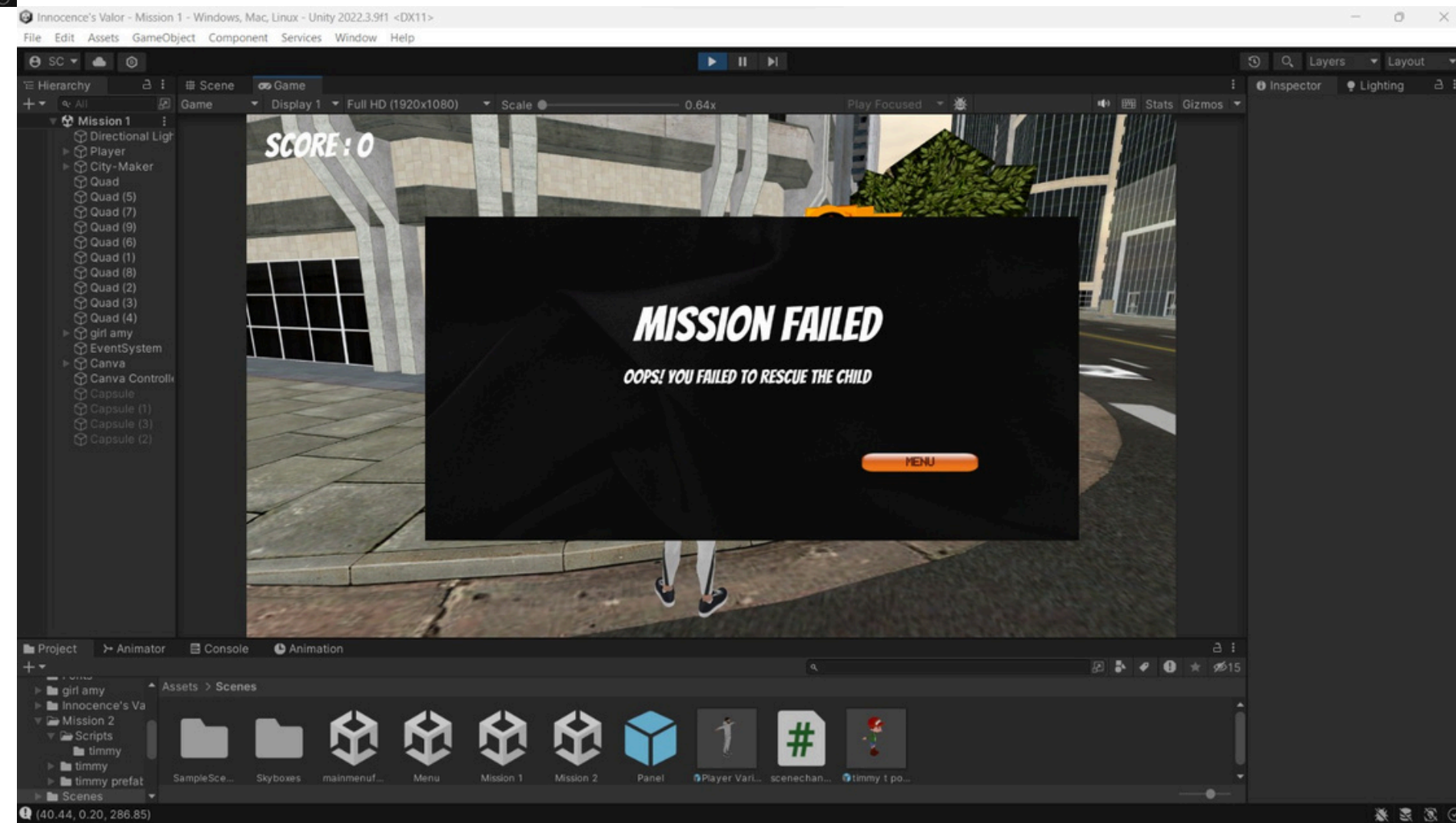


Upon mission success, a pop-up window appears.

Mission Passed : Rescuing the young beggar.

The message that appears after a failed mission

Failed to Rescue the young beggar.



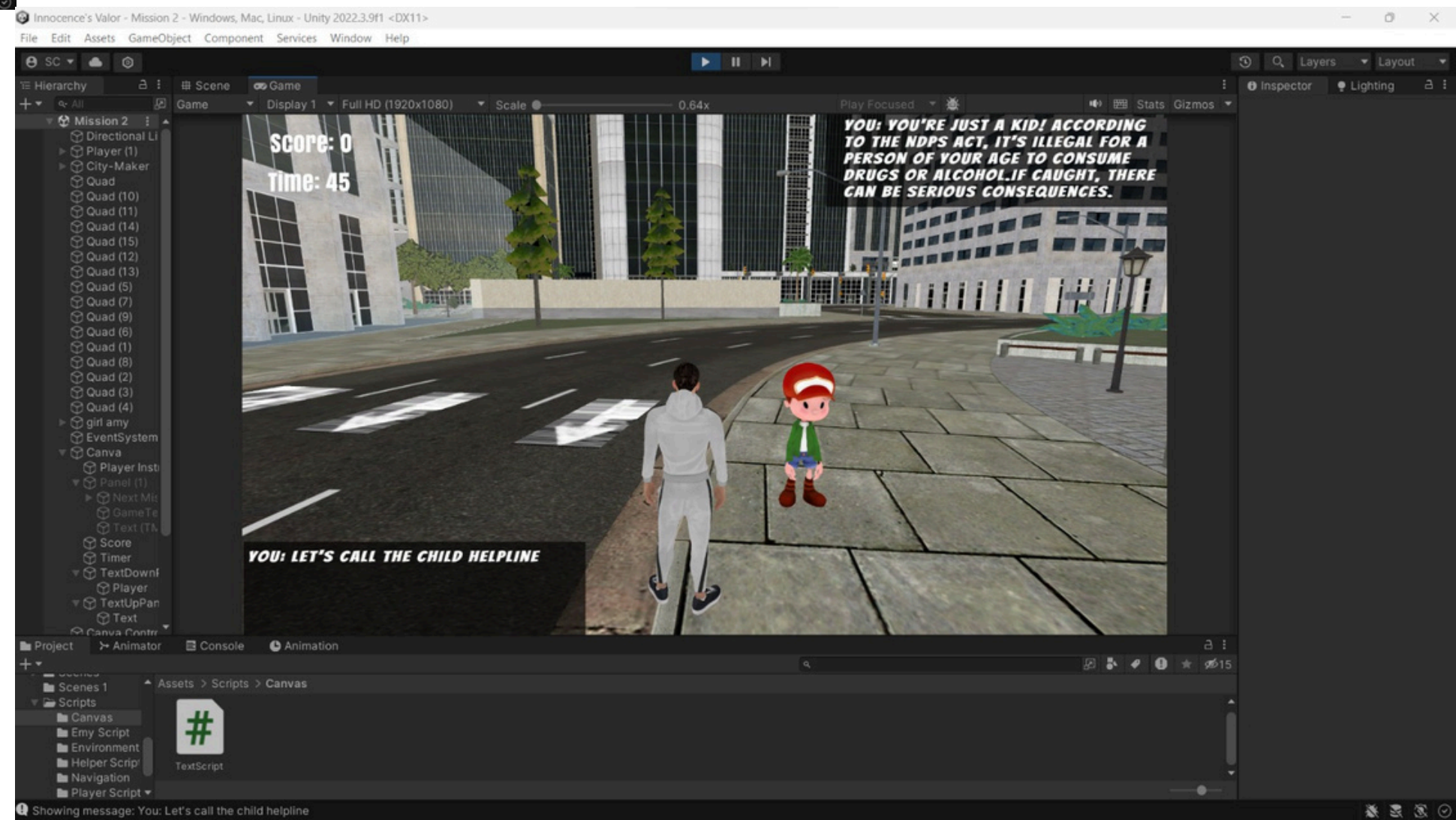


A boy who was intoxicated was discovered by the player on the highway. The player here has two options

- Ignore the guy
- Call the child helpline

Interaction that takes place when the player chooses to call the helpline:

- The Player is made aware of the criminal behavior of drug abuse in this situation (**NDPS Act Section 27**).



Outcomes

- After completing our game, the player will be aware of the legal child rights given by the Indian Constitution.
- They will have a basic awareness of how to respond to a child-related situation.
- The assessment mission will be extremely useful in examining the children's understanding of their rights.

