



# **HAMARA संविधान**

**संविधान को अपनाओ और जागरूक नागरिक  
बन जाओ !!**



# HAMARA संविधान

## Overview of an idea

- ❖ The reason behind all the prevailing misunderstandings in our country is the lack of proper knowledge about the constitution. The youth of our country can be provoked easily in such situations. To prevent such situation, we have developed the idea of a game, HAMARA संविधान which will enrich the knowledge about the fundamental rights and duties.
- ❖ In this game, firstly, Each player will have to roll a dice one by one and move the token according to the coming number. After moving the token, a question will be asked based on the place of the token about our law or as per the color mentioned at that place through coloured question cards. If one fails to answer, he/she has to go back to the previous position.
- ❖ If you come to a position where a token of other person already exists and you correctly answer the question then the other person's token will go back to its starting point.
- ❖ So students can gain the knowledge about this least talked topic in the most interesting manner through this game.



## Approach towards Idea Development

***HAMARA संविधान*** is an educational **board game** for two to four

### Items in the Box:

1. Game Board
2. Dice
3. 8 Tokens

---→( 2 tokens – hammer of justice



2 tokens- statute of justice



2 tokens-graduation hat



2 tokens- books of justice  
)



### 4. Cards

-> Types of Cards

- a. Law cards
- b. Color cards (introduced from intermediate level )

5.Small constitution guide

6. Small Hour-glass

1. Minimum Two and Maximum four players can play at a time.

2. At the beginning of the game, each player's tokens stays at the player's home (one of the large corner areas of the board).

4. A question will be asked based on the cards or the colors through question cards and one can go further in game only after answering the question correctly.

6. If you come to a position where already exists a token of other person and you correctly answer the question then the other person's token will go back to its home.

3. When able to (Token will go out of house only when a six comes on dice), the players will enter their tokens one per turn on their respective starting squares, where cards and colors are mentioned

5. If your token is on a blank box then it will be a free chance you don't have to answer any question.

7. The first one to bring all the two tokens to the finishing point wins the game, which resembles that you have good knowledge of our constitution. The others often continue to play to determine second-, third-, and fourth-place finishers.



# How our idea is different from existing ideas?

- ❑ Presently, most of the existing gaming platforms in India are meant for nothing but entertainment. Our game, Hamara संविधान will provide you with the package of entertainment as well as knowledge in a very interesting way, that is through a board-game.
- ❑ The game can be played by two to four people at a time. In this game, we have taken up the challenge of explaining the world's largest constitution through the board game, in which various sections of our constitution will be mentioned at different positions and a question will be asked about the same after reaching to the particular position.
- ❑ Our game will bring team spirit and knowledge about the different rights and duties to the citizens of India in different legal matters thereby saving them from unnecessary legal actions. By knowing the fundamental rights one can save him/herself from the same. As in our society we see that people sometimes face some issues because of some legal actions made to them on false accusations.
- ❑ Therefore knowledge of basic fundamental rights can help them in that very situation. Educating children about the laws and rights is very necessary, this will in turn help them become a responsible citizen of our country and develop strong personality. Only online gaming hinders the mental growth of players and they get caught in the web of virtual world. So we are providing an offline gaming platform, which will bring whole family together, thereby making them realize the importance of being in the real world, with the real people.
- ❑ To commercialize our game, first we will file a patent and then start the promotion through different digital and physical platforms, like- Social Media Marketing, Advertising in newspapers etc. Since our target market is the students of 10 years and above, so will run our campaigns in schools and colleges. Then we will develop a good sales plan and find good dealers of toys to accomplish the same.



# Our Idea Reflect Indian Culture



- ❑ *Our game Hamara संविधान reflects The Indian Culture, History, Knowledge of India and Ethos it outlines the new paradigm about the Indian culture.*
- ❑ *Culture refers to the patterns of thought and behavior of people. It includes values, beliefs, rules of conduct, and patterns of social, political and economic organization.*
- ❑ *Board games aren't a modern invention. The original version of board game is described in Indian epic Mahabharata in which Shakuni uses the cursed dice to beat the Pandavas.*
- ❑ *To keep our Indian culture alive, we need to develop some fundamental values in it's citizens, which is possible through our game. Our game will let people recall their fundamental rights and duties, written and thereby help them in inculcating good values. To educate our children for their better future we need to teach them their rights in an easy and creative way.*
- ❑ *Board games have been one of the most played games in India since ancient times, we play together and build close relationships, with friends and family. This game is a great opportunity to build your knowledge about constitution. This physical toy will help you in utilizing your free time in better way as it is the balance of both the knowledge and fun.*

## Conclusion:

*when we think about giving our children a better personality and sense of independence. So as teachers/parents it is quite important to teach them in a creative way so that they enjoy learning. Hamara संविधान provides the easiest way to achieve this goal of making them a better citizen of this country.*

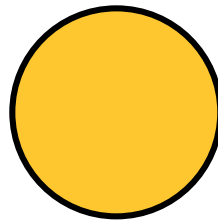
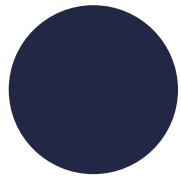


# SOME CREATIVES



<u>SYMBOLS</u>	<u>DESCRIPTION</u>
	<b>PICK SECTIONS CARDS</b>
	<b>PICK COLOR CARDS, THIS IS YOUR STAR POSITION</b>
	<b>SKIP THE CARDS</b>
	<b>TOKENS</b>
	<b>STAR, ON THIS position your token is safe</b>





HAMARA  
संविधान



SECTION - 182

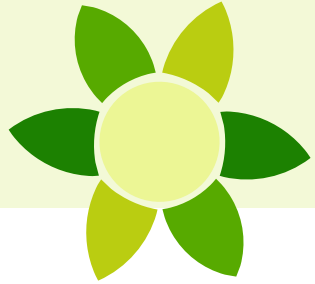
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offence?

- a) Bailable
- b) Non-Bailable



# MEET OUR TEAM SPY

Our objective is to generate a feeling of learning about Nation with boosting the gaming experience with advanced technology amongst the children to build the educational integrity.



## MEMBERS

**YOGESH**



[Yogeshawesome.143@gmail.com](mailto:Yogeshawesome.143@gmail.com)  
8882137399

**PALLAVI**



[Pallavi.singh9810@gmail.com](mailto:Pallavi.singh9810@gmail.com)  
8383043307

**SHIVANGI**



[Shivangi.mathur.dce@gmail.com](mailto:Shivangi.mathur.dce@gmail.com)  
9599475901