TEAM -

COMPLIANCE CRUSADERS

Project Proposal
-Standardization Quest

-Subbu S

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BIS - Hackathon

THE OVERVIEW

In a world where quality and safety matter, "Standardization Quest" is an immersive educational game that takes players on an exciting adventure to learn about Indian Standardization. Our game is built on a tiled map, where players explore different regions, encounter challenges, and collect "Standardization Badges" to demonstrate their understanding of BIS regulations and product development standards.

WORKING - GAME FLOW

- The game is built on a tiled map, which refers to the grid-based design of a map that represents the game environment.

- The players are posed with challenges that involve the creation of a product on each level, which they have to overcome by collecting necessary resources.

- Each of the resources is tagged with information about their standards. The players must select the resources with the appropriate standards to create the product.

- The players can interact with non-playable characters (NPCs) who offer challenges, quests, hints, and information regarding the standards.

- There is a built-in resource in the game that helps the player by displaying detailed information on regulations of the Bureau of Indian Standards (BIS), standards for product development, and metrics for quality control.

- At the end of each challenge of a level, the players are awarded with a "standardization badge.".

- Each challenge takes place in various worlds that are more challenging than the previous one, allowing the players to explore business standards in different scenarios.
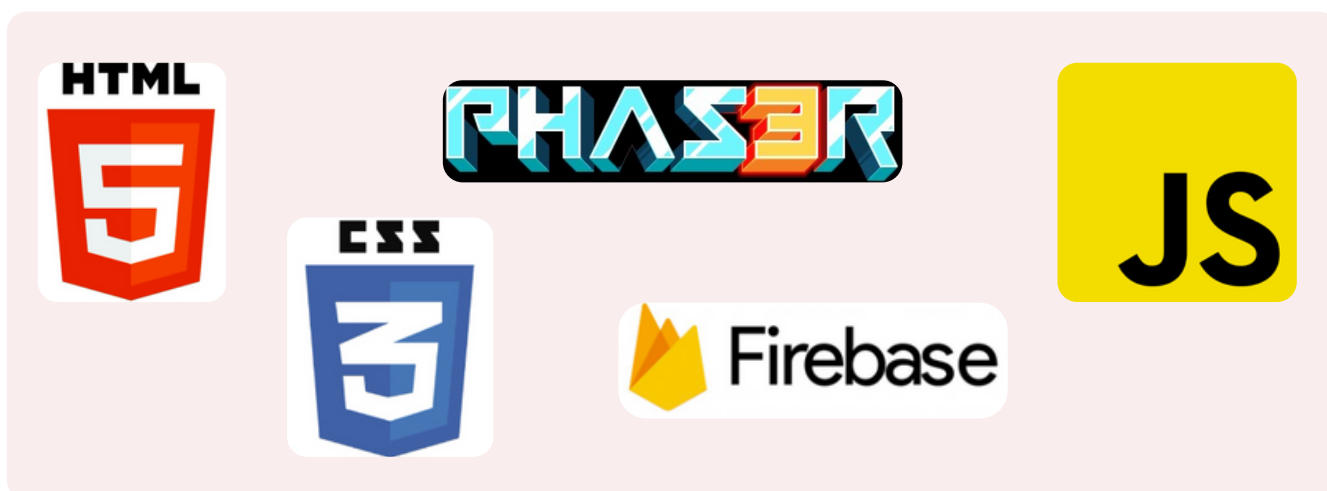
BENEFITS

- The practical exposure towards the manufacturing process is also enhanced.

- This results in the manufacturing of products of the finest quality, which satisfies the criteria for Indian Standards.

- Hence, the entire society and economy improves due to the existence of high-improvequality products.

ARCHITECTURE DIAGRAM:
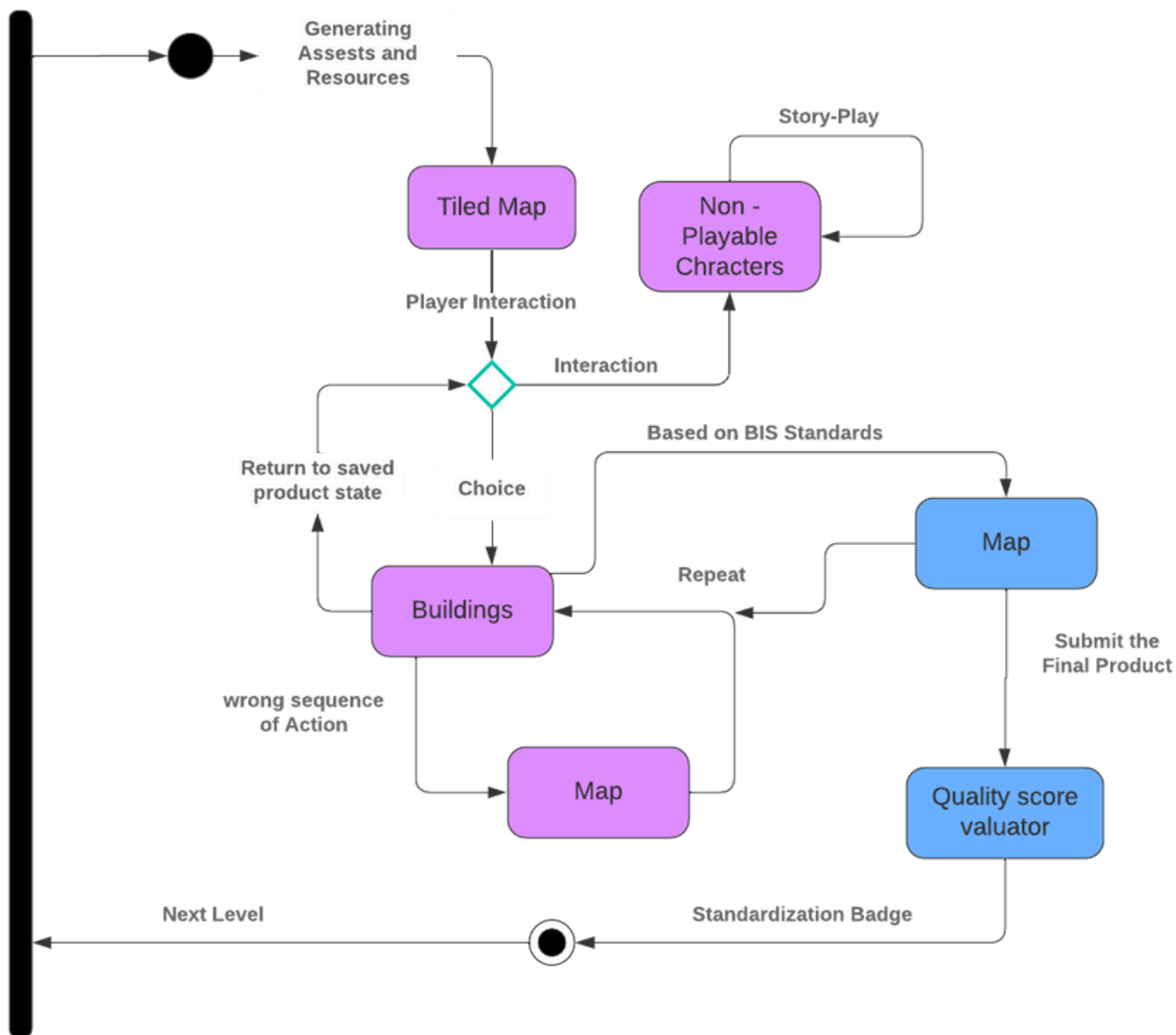
TECHNOLOGY STACK :

The proposed Standardization Quest game is built on a web-based platform, utilizing the following technologies:

- **Game Engine/Framework**: Phaser.js, a popular open-source framework for creating interactive web-based games.

- **Development Languages**: HTML5, CSS3, and JavaScript, which provide a robust and dynamic foundation for the game's development.

- **Database**: Firebase, a cloud-based NoSQL database that enables real-time data storage and synchronization, ensuring seamless gameplay and data management.

This tech stack allows for a scalable, efficient, and engaging gaming experience, well-suited for the Standardization Quest's educational and interactive objectives.

USE CASES

- **Educational Institutions**: Teach students about Indian Standards through an immersive game, enhancing learning experience and retention.

- **Educational Corporate Training**: Train employees on industry-specific standards and regulations, improving knowledge and compliance.

- **Professional Development:** Offer professionals a resource to learn about Indian Standards, enhancing knowledge and expertise.

- **Awareness and Promotion**: Raise awareness about standardization and promote Indian standards among the general public and industry stakeholders.

- **Research and Development**: Study human behavior and learning outcomes in the context of standardization, informing education and training programs.
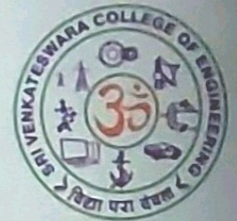

SOCIAL PROMOTION

BUSINESS IMPACT

- Transforming the learning landscape through immersive and interactive experiences
.
- Unlocking student potential by making complex concepts more accessible and engaging.

- Enhancing teacher effectiveness through innovative and time-saving tools.

- Fostering a culture of engagement and motivation leads to improved academic outcomes.

- Providing actionable insights to educators, enabling data-driven instruction, and improving student performance.

CONCLUSION

Standardization Quest has the potential to revolutionize the way Indian Standards are learned and implemented. By leveraging the engaging and interactive nature of video games, this educational tool can improve learning outcomes, increase compliance, and promote standardization across various industries. Ultimately, this can have a significant impact on the Indian economy and become a valuable resource for anyone seeking to learn about Indian standards.

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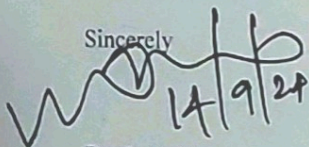
Sub: BIS Hackathon 2024 - Nomination

I'm pleased to inform that the below team from our college to participate in the BIS Hackathon 2024. AICTE application number of our college is 1-36531100771/2023/EOA

Team Name: Compliance Crusaders

	Name	Register Number	Mobile number	College Mail ID	Department
Team Leader	Subbu S	2127220501163	8072107459	2022cs0404@svce.ac.in	CSE
Team Member	Sudarshan N S	2127220501164	8300290323	2022cs0394@svce.ac.in	CSE
Team Member	Soumya S	2127220501154	6369563966	2022cs0271@svce.ac.in	CSE
Team Member	Bhalaharini K S	212722050028	8825934803	2022cs0034@svce.ac.in	CSE
Team Member	—	—	—	—	—

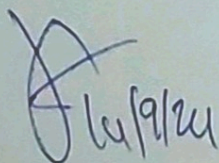I do hereby declare that all the above information given by me are true to best of my knowledge and belief

Sincerely

Dr. R. Anitha

HOD / CSE

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