**Years 5 - 6 Open Individual**

Rian created an impressive, interactive game using Godot Script to help keep our elderly population safe.

They demonstrated a clear understanding of the challenge requirements, ‘to create change’. The solution provided evidence of considered presentation to enhance the user experience and positive prompts to promote user engagement.

The solution provided education and empowerment in a fun interactive way. Users were tasked with identifying hazards that could harm an elderly population and were supported by helpful audio and onscreen text.

The video was informative, addressed the criteria and explained how the game will educate users to spot unsafe objects in real life.

Great effort, Rian!