

**VIDEO JORJOS 2018**  
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**Fellowers**

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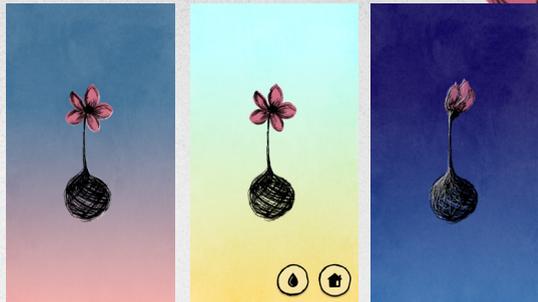
**ABSTRACT**

The poster describes the development of a game for older adults (i.e. over 65 years old). The main element of the game is a plant. The game uses the plant physiological and emotional needs to establish a relationship with the player based on trust and pleasure. The goal of the game is to keep the plant alive and happy, by regularly performing a set of actions like watering, sheltering and talking to it. When these actions do not take place as often as necessary, the plant begins to wither, and can die in case of total abandonment. This game is an ongoing process.

**Keywords:** Simulation game, Art game, Discovery



*Fellowers*



**HOW TO KNOW THE NEEDS OF THE PLANT**

**CONCEPT**

A fellow flower to take care and watch it grow within a calm and meditative environment. A mixture between a simulator and ambient game.

**OBJECTIVE**

To keep the plant alive and well.

**DESCRIPTION**

The player must take care of the plant daily, responding to its physiological and emotional needs. The player's location climate also influences the environment in the game's world.

The emotional needs of the plant, add an extra entertainment layer to the game. To fulfill those needs, the player has to talk with the plant. The plant is very friendly, trustful and smart in order to provide a pleasant conversation with the player.

When the plant starts to wither, its form and colours change and can lose petals or leaves. As it is floating in the screen, it also starts to go down. This means it is not healthy and needs help. When the player ignores these signs for a long time, the plant will ask him directly for help.

**WATERING**

- ✗ **Dryness:** dry soil and fallen petals/leaves of the pot
- ✗ **Wetness:** the water drips from the pot and makes a puddle under it
- ✗ **Healthy:** dark and homogenous soil

**SHELTER**

- ✗ If there is too much sun or rain, and the plant presents some of the previous signifiers, it can help it to shelter it. The same, if there is too much wind and the plant can bend and break by the strong wind.

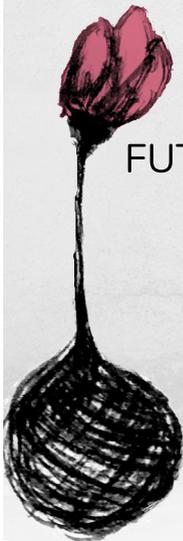
- ✗ Spending too much time indoors can also harm the plant

**ATTENTION**

- ✗ The plant starts a conversation with the player to have his attention. It can ask him open-answer questions or multiple-choice ones.

**FUTURE WORK**

- ✗ Multiplayer
- ✗ Multiplants
- ✗ Exchange plants
- ✗ Send bugs and pests to other player's plants
- ✗ Chat randomly with another player
- ✗ Own several plants  
Different plants have different needs for light, water and attention



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