

# Concept Development

## Problem Statement

To create an interactive pet simulator on a handheld device that reacts to motion from the user.

## Proposed Idea

The handheld device houses a baby Fey named Yilime that the user can interact with. The enclosure will be 3D printed and have a touchscreen interface. The user can play and interact with Yilime using accelerometer/ gyroscope. For example, if Yilime is asleep, you can shake her awake or Yilime will get angry at the user, if the user drops her.

## Influences



The hottest toy of 1997 (outside of Japan), the Tamagotchi is a small keychain device that houses a virtual pet. The user raises the pet from infancy to its death. The user takes care of the pet by feeding, cleaning and playing with it. Part of the appeal of the Tamagotchi was its small portable design which allowed kids to trade with their friends.

<https://en.wikipedia.org/wiki/Tamagotchi>



This project is a raspberry pi video game simulator. The shape and size are good inspirations.

<http://www.instructables.com/id/The-Game%CF%80-Handheld-Retro-Gaming-Console-Complete-G/>



Nintendogs were a series of pet simulators for the Nintendo 3D. Players can play and interact with their pet using the touchscreen. The player swipes touch pad if he or she wants to pet their dog or can flick the pad to throw a frisbee.

<https://en.wikipedia.org/wiki/Nintendogs>