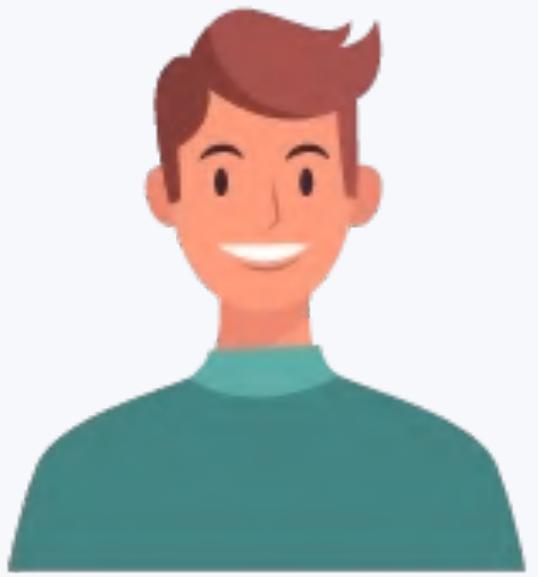




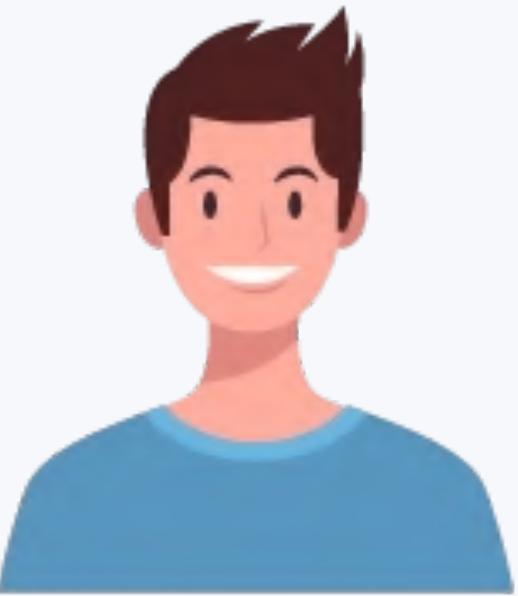
PLANT B U D D Y

- k n o w y o u r b u d s -

The Team



Jonathan



Leon



Veronika

Game Idea

User Study

Improvements

Outlook



Game Idea

SECTION 1

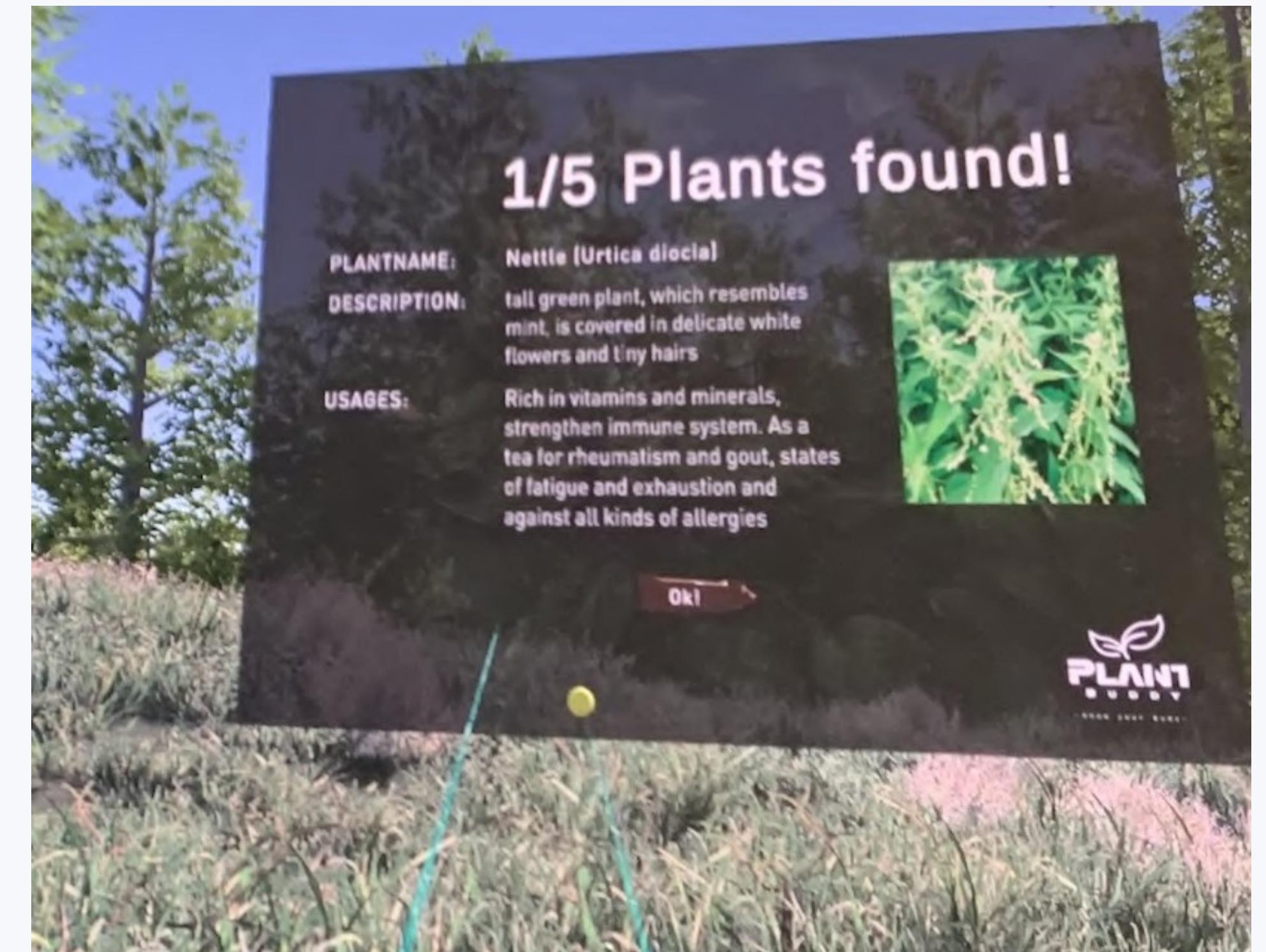
PLANT BUDDY

What is the goal of our game?

A game about finding plants, getting information about them, for single or multiplayer.

The player has to find plants.

- 01 Walk through environment
- 02 Collect Plants
- 03 Information Popup appears



Multiplayer Game



Players are collecting plants
in the environment

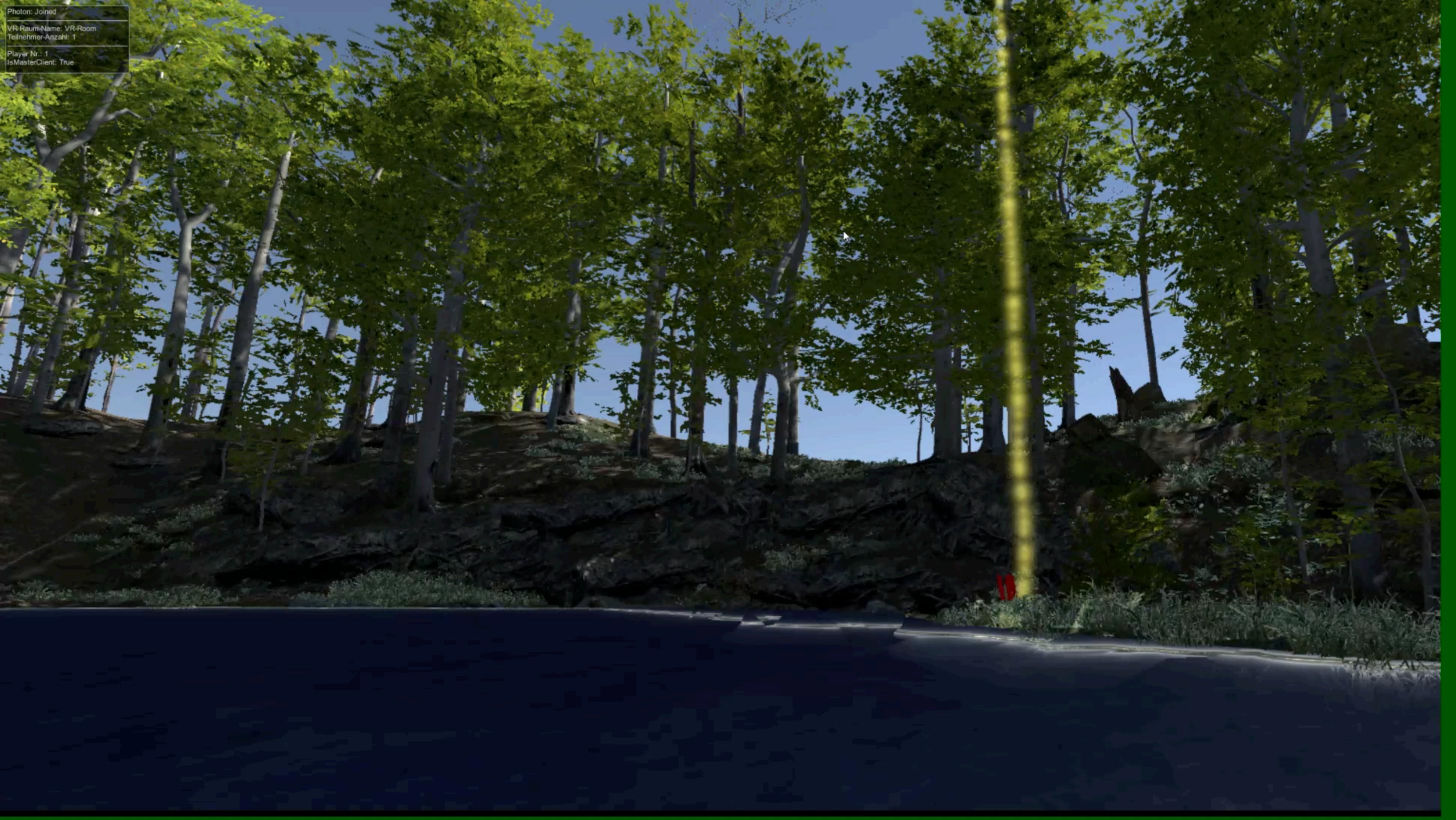


Whoever finds all plants
first, wins



Announcement notifies all
players

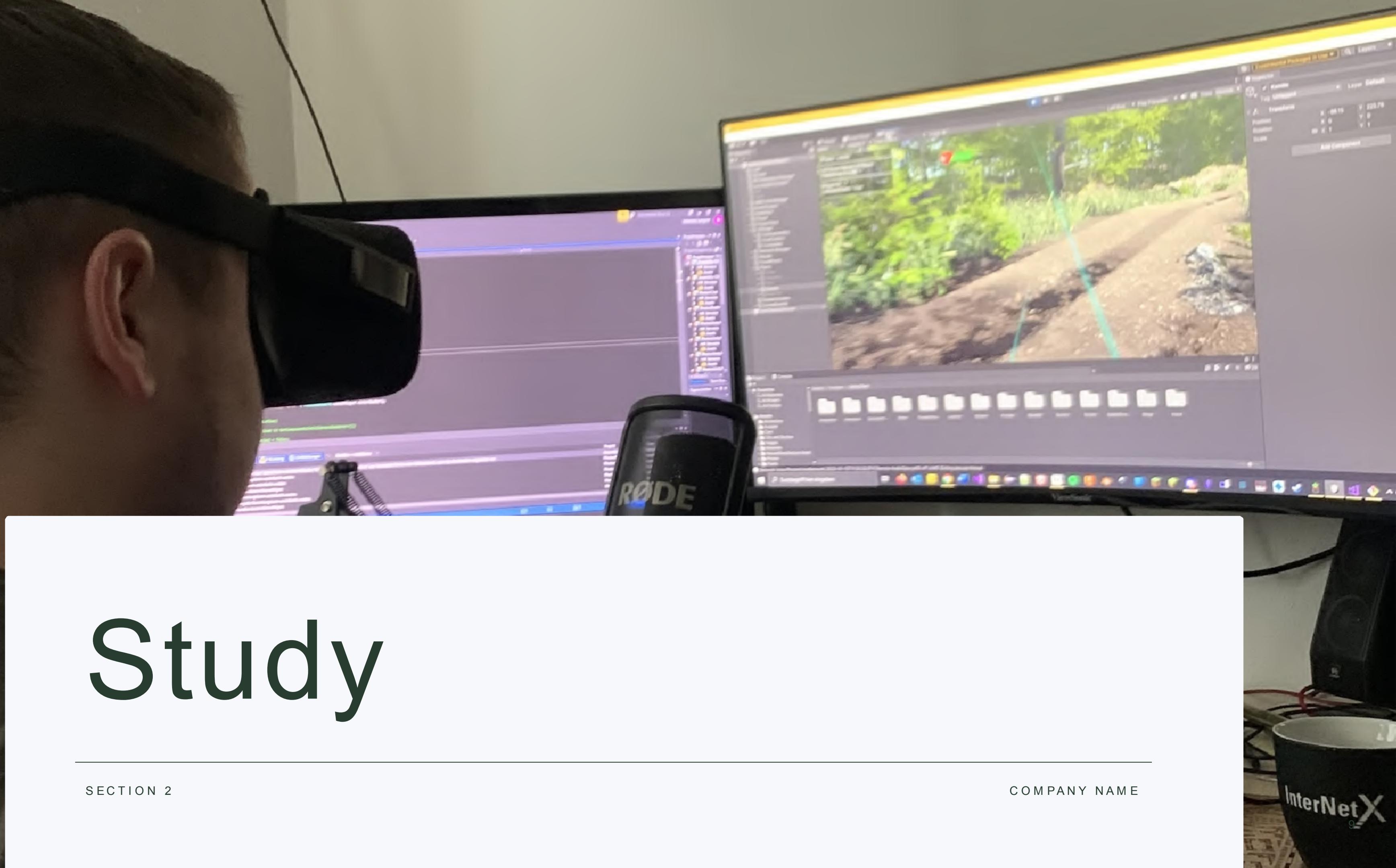
Photon: Joined
VR Raum-Name: VR-Room
Teilnehmer-Anzahl: 1
Player Nr.: 1
isMasterClient: True



Study

SECTION 2

COMPANY NAME



Study Design



01

Ask users about their knowledge of the nettle

02

Let them play the game with the goal to find the nettle (continuous movement)

03

Let them try the snap movement

04

Test the knowledge again

05

General questions

Outcome

01

The recognition of the plant improved

02

Knowledge about effect of the plant improved

03

The latin name could not be recalled by any participant

04

Participants felt quite immersive

05

Game was overall perceived very well





Takeaways (1/2)

OVERLAYS

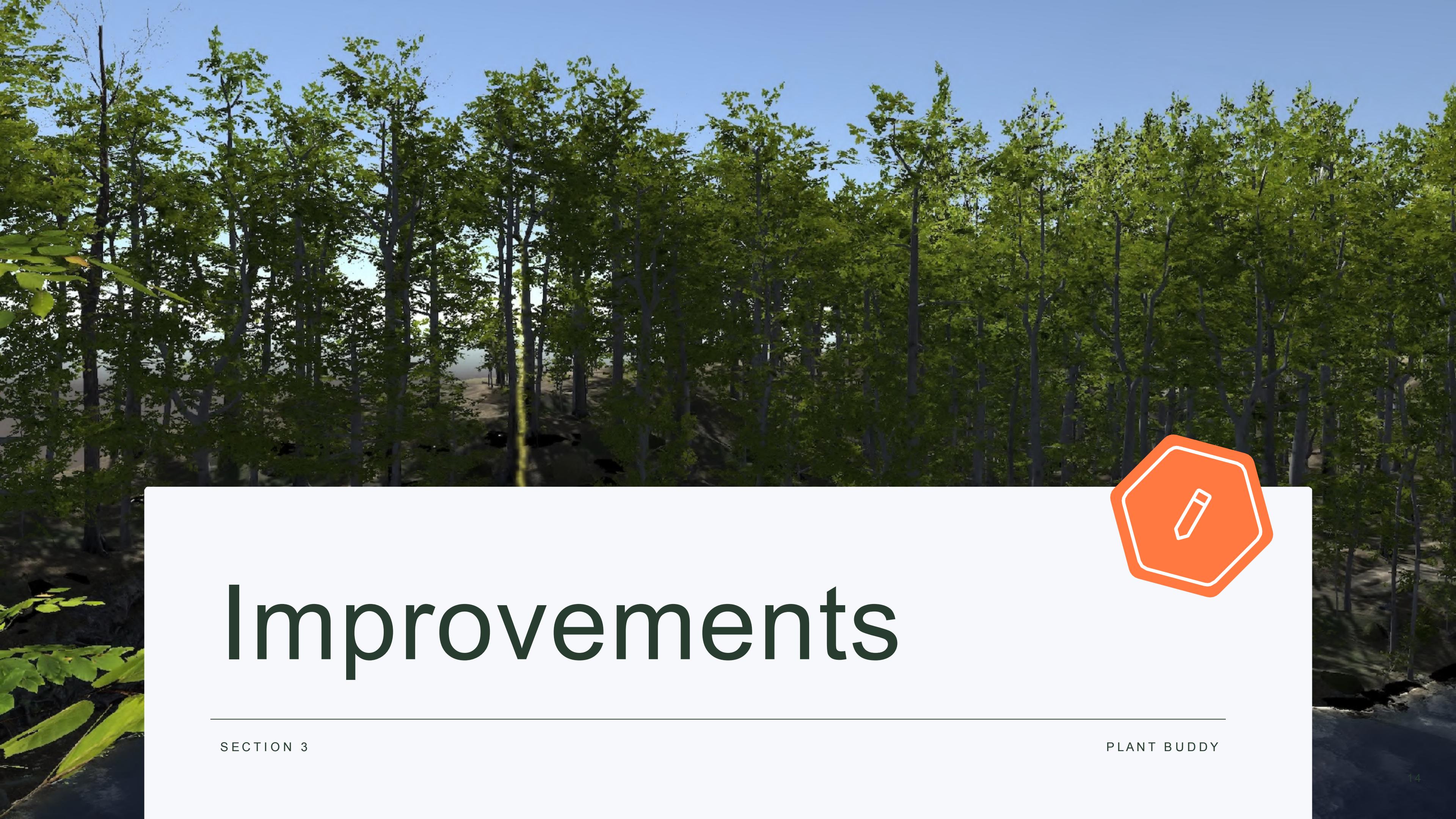
- Introduction should have more pictures and less text
- Increase the font size, because not everyone might stand directly in front of the overlay
- But the end screen and the plant popup were liked by everyone
 - Good and helpful description
 - Nice design



Takeaways (2/2)

GAME IN GENERAL

- Continuous movement was preferred over snap turn and teleportation movement
- 3 participants mentioned that the movement feels too fast and it makes them dizzy
- The time to find the plant was perfect
- 2 participants thought the particle effect is smoke
- We should place more plants together, so it looks more natural



Improvements

SECTION 3



PLANT BUDDY

Particle Effect

Problem: Participants did not know that there was a particle effect to look for

New introduction slides have explained the effect

Changed color of particle effect



Introduction

Shortened text

Related introduction more to the game

Added pictures



More plants

Four new plants



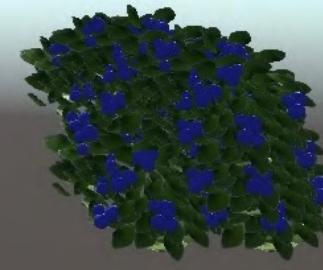
Rose hip



Cyclamen



Nettle



Blueberry



Arum italicum

Sound

Added environmental sound (general + river)



Environment

Added a sound for collecting a plant



Plant Found

Added sound for finishing mission

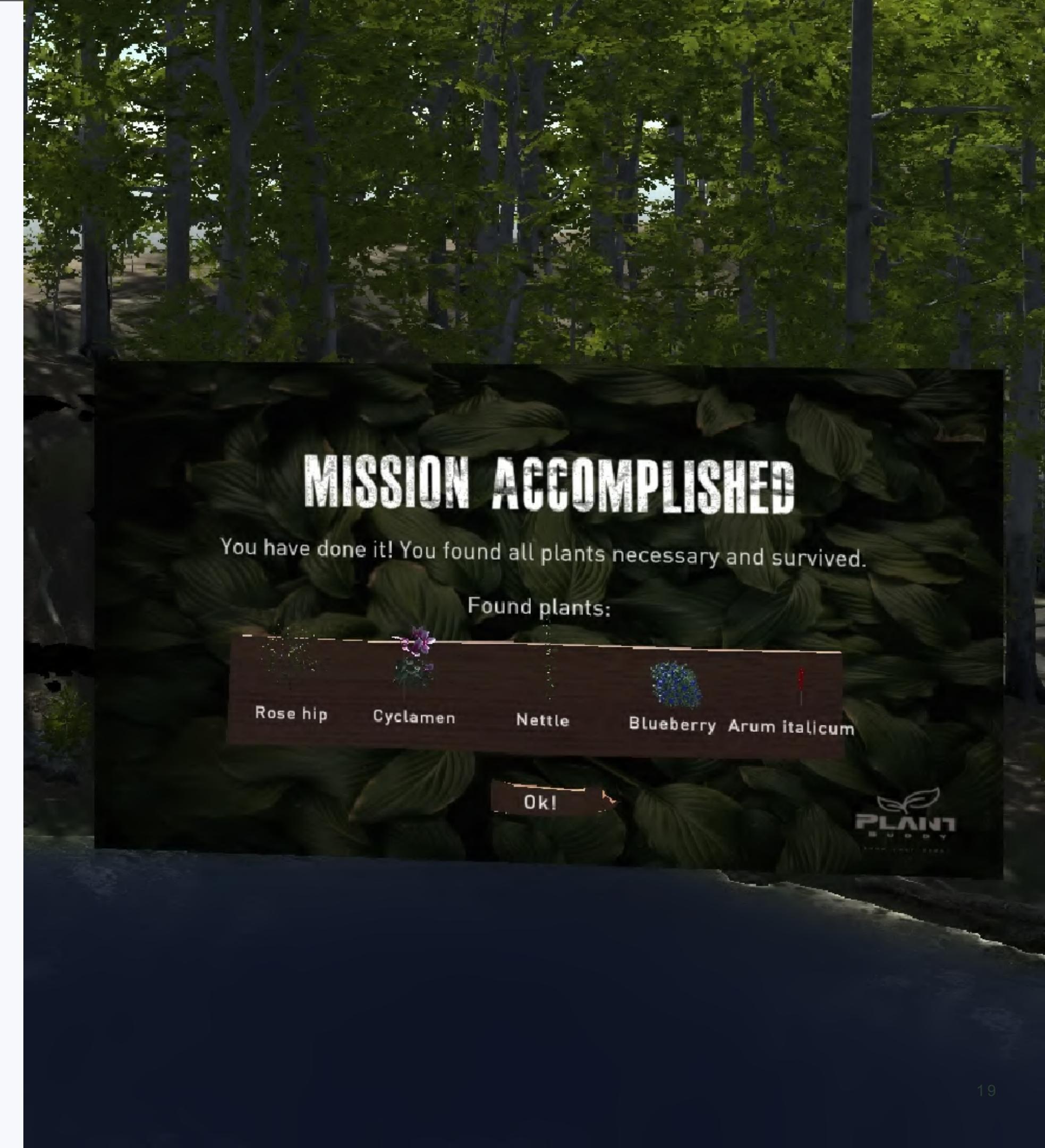


Player Completed Mission

Multiplayer Mode

Speed heavy mode

Fastest player wins





Outlook

SECTION 4

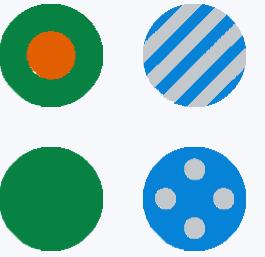
PLANT BUDDY



Outlook



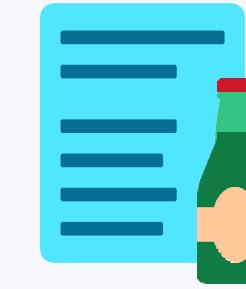
Poison Plants
Add varying effects



Variation
Different plants and biome



Game Modes
Survival Mode



Multiplayer
Improvements, recipe relation

Thank you!

LAST UPDATED FEB 2024

MAINTAINED BY ERIC CHU

