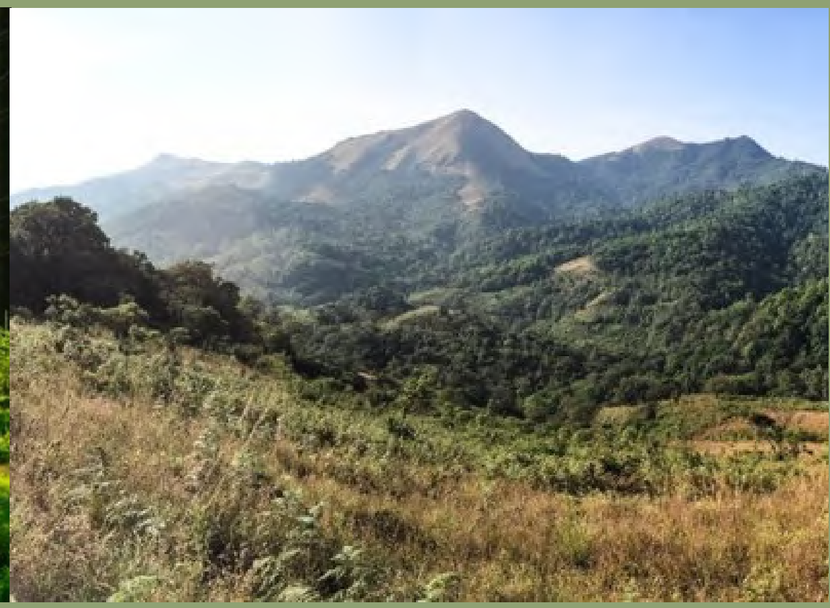
PLANT BUDDY

– know your buds –

Jonathan Balcome, Leon Endres, Veronika Langner

WS 2022/23



01. Team

Plant Buddy

→ Who are we?

The Team

We are UXD Master students with different backgrounds with the vision to bring the nature to humans.

Jonathan

UX Design / Developer

Leon

Study / UX Design

Veronika

UX Design/ Developer

02. The problem

Problem, Use Case

- What is the problem we want to solve?

The Problem

People don`t know which plants are edible or not

The Problem

People don`t know which plants are edible or not

People don`t know what plants look like in the real world

Use Cases

Learn

Learn something about plants

Remember

Plant names can be better remembered by visualizing them / having a context

Fun

Having fun playing a good game

03. Personas

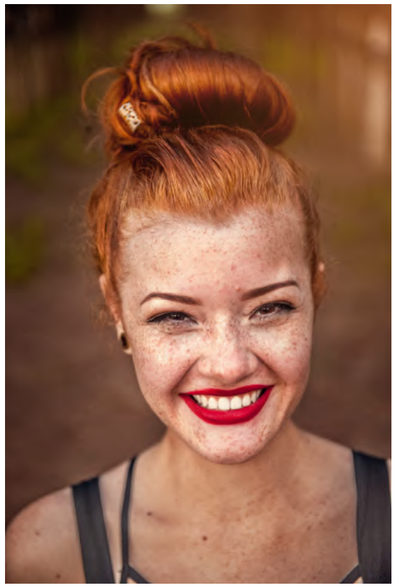
Overview

- Peter Plant
- Mara Mushroom
- Georg Gamer
- Philippa Pharmacist

Personas

Peter Plant

25 yrs, camper



Mara Mushroom

22 yrs, mushroom lover

Georg Gamer

23 yrs, Gamer

Philippa Pharmacist

20 yrs, learning pharmacist

04. Game Modes

3 Different Game Modes

- Exploration
  Portion Gathering
  Survival Mode

Game Modes

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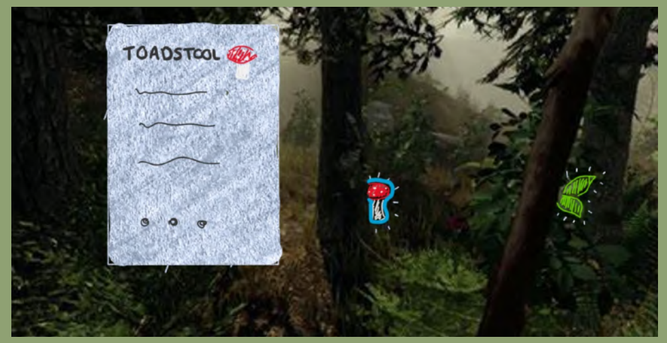
Exploration



Collecting plants and getting information about them

Portion Gathering

Find specific plants for creating medicaments

Survival Mode

Find plants for surviving / healing poisoning

Game Modes

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Exploration

Collecting plants and getting information about them

Portion Gathering

Find specific plants for creating medicaments

Survival Mode

Find plants for surviving / healing poisoning

Survival Mode

Power Up

Weather

Psychedelics Effects

Life Scale

THANK YOU

→ Jonathan Balcome, Leon Endres, Veronika Langner

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