



PRESENTING

CONCEPT PITCHES



REMEMBER THIS?

Introduction:

The Puzzle game is about bringing back memories you had with your loved ones, friends, families and most important caretakers in the past.

Goal:

- Find the right song with the picture
- Wrong & Repeat
- Amount of memories a day
- Relive your memory
- Train your brain

- Caretaker can upload pictures/videos/songs
- Track the health of the player

Target audience:

- Elderly people and their caretaker

Target platform:

- ANDROID (MOBILE)

Technologies:

- Mysql server, Unity3D, HTML/PHP



MY LITTLE POT

Goal:

The main idea of development is providing a chill and relaxing environment through a simulation of growing plants. The plant they are raising could be any kind: plant/flower/fruits/crops, ... in pots of different themes. Player is required to perform simple and similar behavior regularly which means that the game encourages player to stay active. If Player is done cultivating, they can check interesting facts of the plant of their choice (including nutrition). Could also be considered as a 'healing game'.

Target audience:

Patient at early stages of dementia
Men/Women at the ages of 20s~40s who needs 'healing'

Target platform:

Android/iOS mobile devices

Technologies:

Unity2D and JSON

Considerations:

Art/UI/Music could differ from several types of crops (should be peaceful, calm, or chill)

The place users plant is called 'garden', but the art doesn't necessarily have to be the typical garden; since all plants need different environments

Player decision cultivate plants could differ but should be intuitive and simple (Exposing to sunshine, harrowing the garden, watering them, ...)



WHERE AM I?

Introduction:

A game to raise awareness

A simple storybook app that shows images of scenes possibly with a narrative.

3 chapters of story of an old man; about friend, family, and lover

Storytelling will be done by Suhwan

Goal:

Nowadays, dementia doesn't have a cure, only have symptom relief.

If you go to a serious level, you lose recognition to the point where treatment is meaningless.

So, It is important to get proper treatment in the early stages of dementia.

The goal of this game is to make players recognize insight of dementia.

In addition, The purpose is to ensure that the patient has active attitude toward the treatment of dementia in the future.

Target audience:

Patients diagnose with early dementia

Target platform:

Android/iOS mobile devices

Why? By using mobile platform, They can homecare themselves.

Technologies:

Unity3D