**Puzzle Games:**

<https://www.alzstore.com/puzzles-for-elderly-with-dementia-s/1826.htm>

Puzzle Games are really good for people with dementia. But what if we made a puzzle game about their memories. What if you need to connect your memories (in video or picture) to the sound they had at that memory. So they will trigger the brain and try to come up with the memory  
  
**Puzzle Game:**

**Goal:**

The goal of the game is find the right song with the right picture. If you have this one correct it won’t appear for a while. If you’re wrong it will repeat till you have it right. It will show X memories a day, depending how good your health is at that particular moment. On that way you can train your brain and relive the memories you’ve had in the past.

The caretaker can upload pictures, videos, and songs to match with the video.

**‘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, …)

~~The method for caring could be done by solving a puzzle??~~

**Where am I ? :**

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 mobile

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

Technnologies : unity

**~~The “Dog’s Perspective” Game~~**

~~A game to raise awareness~~

~~A regular life cycle is presented, but is viewed and experienced from a dog (possibly a pet?)’s point of view~~

Introduction:

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Goal:

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Target audience:

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Target platform:

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Technologies:

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