

= Grow Home =

Grow Home is an adventure platform video game developed by Ubisoft Reflections and published by Ubisoft . It was released for Microsoft Windows on February 4 , 2015 , and for PlayStation 4 on September 1 , 2015 . The game follows a robot named B.U.D. , who is tasked with growing a plant that will oxygenate its home planet . Players explore an open world , moving B.U.D. and individually using each of its arms to climb and interact with objects .

Initially developed by a small team at Ubisoft Reflections for internal release , the game became popular between co @-@ workers and was eventually planned for official release , confirmed in a blog post by Ubisoft on January 22 , 2015 . It was created using the Unity game engine , and contains procedural animation and physics @-@ based gameplay , which allow the player 's movements to adapt to the game 's environment .

Grow Home received favorable reviews upon release , with critics praising its open world and visuals , while criticising its short length . A sequel , entitled Grow Up was announced at the 2016 Electronic Entertainment Expo to be released August 16 , 2016 .

= = Gameplay = =

Grow Home is an adventure game played from a third person perspective . Players control a robot named B.U.D. ( Botanical Utility Droid ) , and are tasked with oxygenating its homeworld by growing and climbing a " Star Plant " , a giant beanstalk , and harvesting its seeds . Players are able to freely explore an open world , and have the ability to individually make B.U.D. ' s left and right hands grab , with a button for each hand . The player can reach a small distance and grab onto any part of the environment , allowing them to push and climb objects . Throughout the game , B.U.D 's ship computer entitled M.O.M. speaks to the player , informing them of gameplay objectives .

The game allows players to grow " Star Shoots " from the Star Plant , which act as platforms for the player to traverse . Star Shoots can only be grown for a limited amount of time , and their path of growth can be directed by the player . They can be used to carry the player to various floating islands found throughout the game world . Some islands , called " Energy Rocks " , can be connected to Star Shoots to make the Star Plant grow along a set path . These Energy Rocks become more distant from the Star Plant as the game progresses .

Upon growing to certain heights , the Star Plant grows through larger floating islands . These islands , along with the smaller ones surrounding the Star Plant , contain power @-@ up crystals which can be collected to provide B.U.D. with extra abilities . Creatures and other plant life can also be found throughout the game 's islands , as well as environmental features , such as caves and water currents . Some parts of the environment , such as leaves growing off of both the Star Plant and Star Shoots that allow the player to jump to greater heights than normally possible , can affect how the player moves throughout the world . Teleportation pads allow the player to move around the world quickly and act as save points . The player also respawns at their last activated teleportation pad if they die , which can be caused by falling long distances , being in too much water for too long , or by the player making B.U.D. self @-@ destruct . Additionally , players can scan various flora and fauna into the teleporters to retrieve data from them . Items can be picked up by the player and stored in B.U.D. ' s backpack one at a time , such as flower parachutes that make the player fall more slowly towards the ground , and leaf gliders that allow the player to travel further through the air .

Once the player grows the Star Plant to 2000 metres and returns a seed to M.O.M. , the main objective is completed , and the player is given the choice of collecting eight more seeds . Completing this final objective unlocks a special suit that allows the player to jump twice as high , and finishes the game . Players are free to explore the world after completion .

= = Development = =

Grow Home began development as an experimental project created by an eight @-@ person team

at Ubisoft Reflections , initially being launched internally for the staff . After testing the project , management at Ubisoft decided to officially launch the title , which was developed into a full game inspired by Hitchhiker ' s Guide to the Galaxy and WALL @-@ E.

Grow Home has a minimalist , low poly graphical style . It uses procedural animation and physics @-@ based gameplay , which allow objects and the player ' s actions to adapt to any part of the environment . The developers recommend using a gamepad to play the game , as it gives the player " the deepest connection to the gameplay mechanics " . The game was created using the Unity engine and , unlike other Ubisoft titles , it does not require Uplay to run . After being announced in a post on the official Ubisoft blog on 22 January 2015 , Grow Home was released on 4 February for Microsoft Windows via Valve ' s Steam service , as well as being released on 1 September for PlayStation 4 . An OS X version will be released if the PC version sells enough copies . Ubisoft have released multiple updates for the game following release , containing new missions , skins and bug fixes .

= = Reception = =

Grow Home received positive reviews upon release . Metacritic , which assigns a normalised rating in the 0 @-@ 100 range , calculated an average score of 75 based on 46 reviews for the PC version , indicating " generally favorable " reviews . On aggregate website GameRankings , it received a 75 % based on 23 reviews for the PC version . According to Steam Spy , by March 2016 around 300 @, @ 000 copies had been sold on Steam alone .

Grow Home ' s open world was highly regarded by critics . PC Gamer ' s Erica Webber stated that the game ' s joy is in discovery . Destructoid ' s Ben Davis said that he got " more than enough enjoyment out of exploring the world " , and Eurogamer ' s reviewer Christian Donlan called the game ' s map wonderfully generous and varied . However , reviewers criticised the game ' s length , with Davis calling it relatively short and both Webber and Donlan stating that it should only take the player a couple of hours or less to complete the game ' s campaign , although Webber said that the game has a great pace . IGN ' s Brandin Tyrrel also said that there ' s little reason to return to the game after completing the main campaign .

The game ' s visuals were also commended , with Tyrrel calling the game ' s world gorgeous and vivid , as well as calling its procedurally generated animation a " fantastic example of how movement can speak volumes more than words " . However , he also stated that the animation system sometimes caused B.U.D. ' s limbs to knot themselves into a state of " unnatural contortion " . Rock , Paper , Shotgun ' s John Walker said that the main character ' s movement is " deeply involved in the world " , calling its animation the reason the game is " so special " .

Critics were divided on the game ' s control scheme . Donlan wrote that Grow Home is the best rock @-@ climbing game he has ever played , stating that the " initially bewildering " controls allow the player to move through the world " with real skill " . Davis called it the most entertaining aspect of the game , but also stated that the walking controls were awkward at times . Webber said that the climbing controls caused her wrist strain , and that the walking controls were " cute until the first time you overshoot or go skidding off the edge " .