

# **GRAP2580**

## **Advanced Play Design**

### **Folio 1**

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My studio work is growing a plant game and the user can create an optimal environment for plants by adjusting the weather. Users feel natural energy by growing the plant and relieve stress by creating intimacy with virtual plants.

# Week 1



## Play and Observation

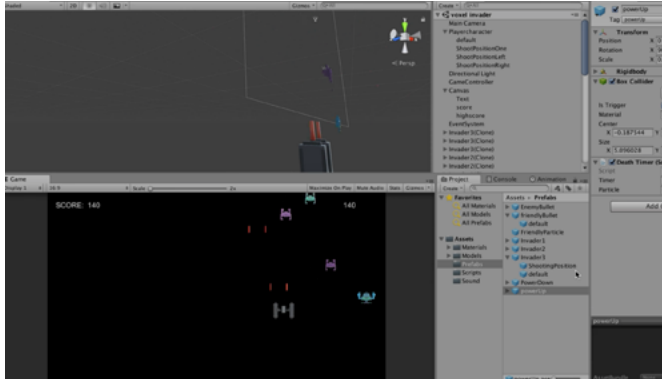
I want to put weather control function in my studio work, Pet plant, which is growing plants game. So, I observed nature in Carlton Garden. I was able to see the movement of the trees and flowers by the wind and I took videos of objects and nature in Carlton Garden.

In my studio work, when a user makes a particular gesture, my game responds to certain weather conditions. So I made a simple simulation video by drawing some pictures on video I recorded in Carlton Garden. I played with the footage I recorded in Carlton Garden. I pictured controlling the weather with an imaginary finger on the video. Inspired by *Frost, the mobile game*, I made this video.

## MAGI URL:

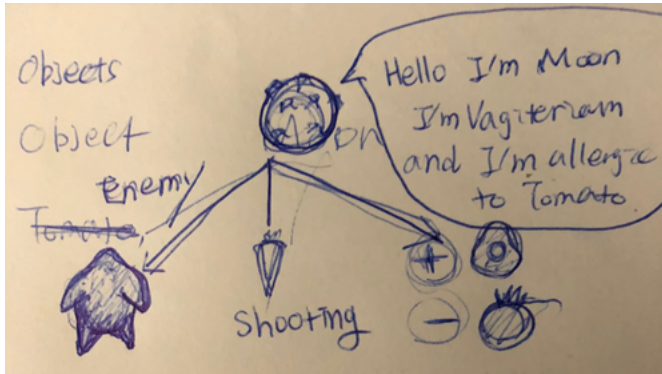
<http://magistudio.net/work/wk01-self-portrait-observation-advanced-play-design>

## Week 2



### Play and Tinkering

I want to find out how to make Game with Unity because I want to make my studio project “PET PLANT” by minimizing the programmer’s help. So, I have found and practised coding tutorials on Udemy. My main project, PET PLANT, will be produced through Unity. So, to explore and practice Unity, I made a mini-game that is a space shooting game. Through this exercise I was able to understand the overall Unity UI and coding process.



Also, I came up with other fun and simple game ideas while making a game. It is Veggie Moon, a game where the object of the game becomes Vegetarian Moon, which is a vegetarian planet, and it protects the planet from meats trying to invade the planet. While making the Shooting Game practice Unity, I saw Moon, our classmate. She is a vegetarian, so she doesn't eat meat and she loves avocados and gives carrots people around her to relieve their hunger. And she is allergic to tomatoes, so when she eats food with tomatoes, she becomes very sick. This is enough to put it into the objects of the shooting game I was making. Replacing the spacecraft with food in the Space Shooting Game has also been used in PES' stop-motion animation.

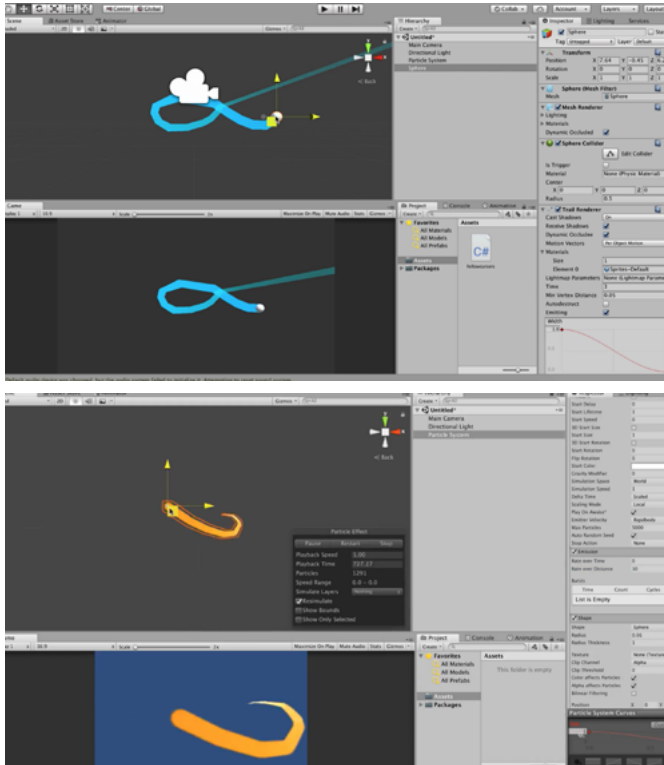
### MAGI URL:

<http://magistudio.net/work/a-space-shooting-game>

<http://magistudio.net/work/apd-week2-a-space-shooting-game-unity-practice>

<http://magistudio.net/work/game-idea-moon-vegetarian>

## Week 3



### Play and Materiality

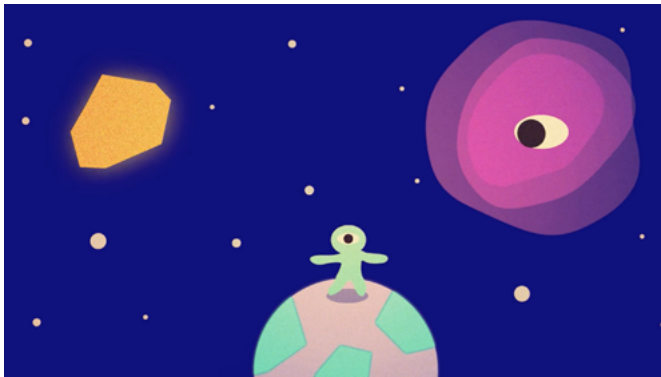
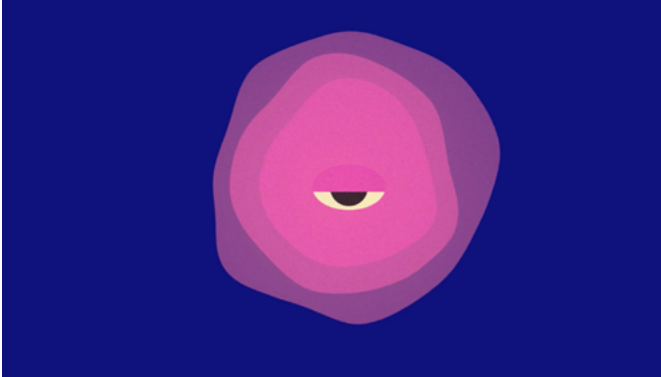
The main purpose of my studio project was educational mobile game for children but I have changed into Relaxing Game for Adult. Since the purpose of the game has changed to fun and relax, not education this allows the user to grow plants with greater authority without borrowing the original image of the gardening process. I want to make the game that when a user makes a particular gesture, the game responds to certain weather conditions.

So, I practiced trail effects in Unity that show actual visuals by applying materiality to a user's hand movements. It's wonderful that my actions leave a mark. I played around in an expanded space in Unity with traces of a mouse cursor. The various particle effects were referred to in *Frost*.

### MAGI URL:

<http://magistudio.net/work/week-4-cps-unity-3d-particle-effects>

## Week 4



### Play and Place

My major project in studio 2 is growing the plant that is a relaxing game. In this growing plants game, the user relieves himself by taking care plants from a third0party perspective, which makes it different for the play. In this play, people can enter that space and chill.

I tried making a place where I could relax. When I need peace of mind, I close my eyes and imagine myself in space. This space with some chill music is the best place for me to find time to relax. So, I expressed myself on earth, the sun, and the moon. I made the video by using After Effects.

As an interactive play, I hope people will experience my best imaginary relaxing space and get some rest of their mind and fun. For example, a projector reads and transmits user movements to allow the alien character to act as he or she does. It is to attract the sun's attention according to their movements.

### MAGI URL:

<http://magistudio.net/work/dancing-in-space>

## Week 5

### Play and Objects

In my studio project, users pick plants and grow them, and the early concept was to pick and grow real trees and build knowledge. However, I changed the goal of the game to meditation and relaxation game and I want to go beyond the limited plant choice that users can choose. If a user grows a tree that is based on his or her own characteristics, the user will become more attached to the plant.

I made a rough sketch of the concept of a customizable tree. Users can make their own trees by choosing their own island, Trunk, and Branch. In particular, unlike real-world trees, you can choose fruit as an unrealistic object such as money, stars, and doughnuts, and choose colors to create unique plants. I created objects through Blender and created UI with Adobe Illustrator such as icons and menus.

### MAGI URL:

<http://magistudio.net/work/apd-week-5-3>

