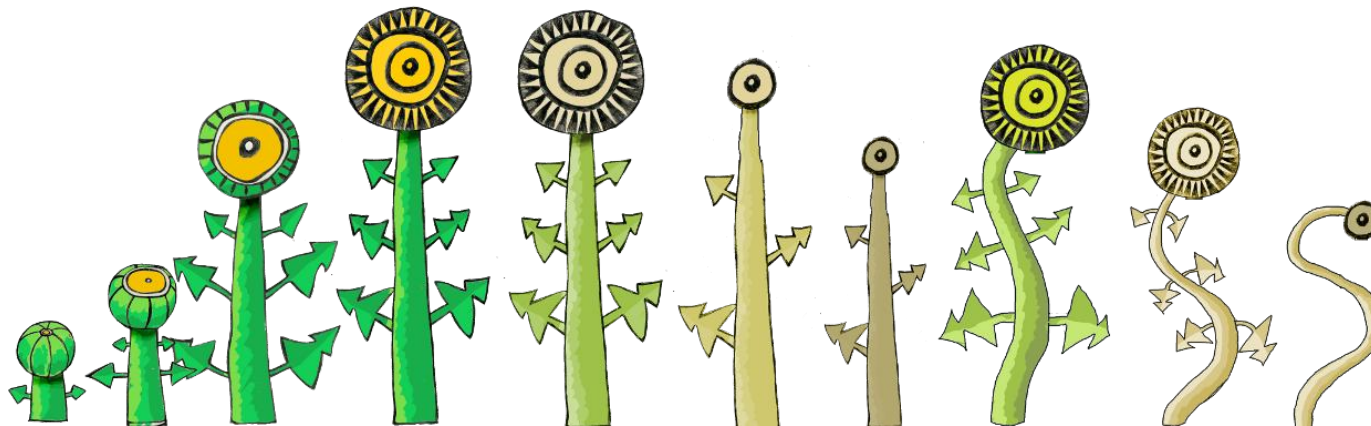# Germination X
# D.11.6 Outline
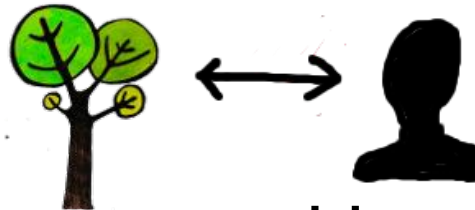# (Exploitation)

# What's new?



- Messages

- New plant spirits

- Trying colour as emotional display

- Some early adopter players

How are we putting FAtiMA and other
Lirec research to use?

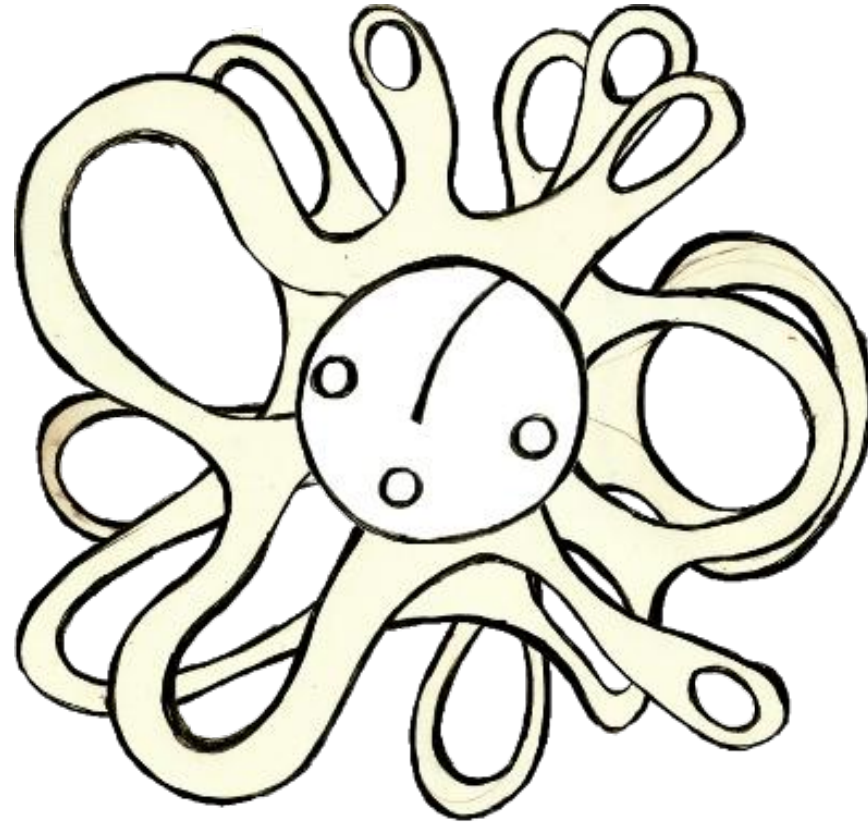# Game design – 3 key mechanics



Picking & planting



Plants owned by players



Health of plants is determined by their environment

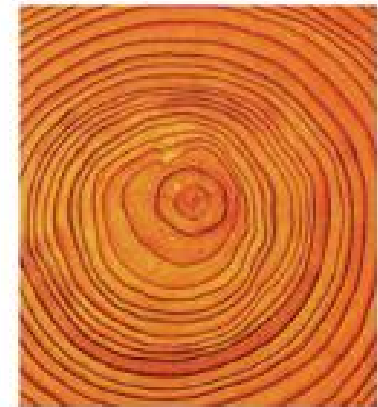# Plant Spirits (FAtiMA agents)



- Key to understanding the world and plants
- Mediators of social connections between players
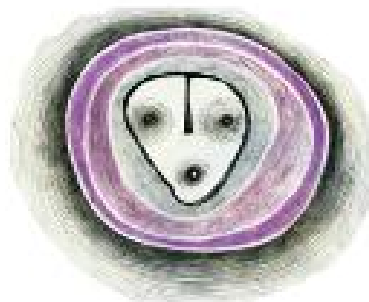
# Character Design

(Lina Kusaite)

Visual inspirations:



http://www.123rf.com/photo_3877409_old-black-tree-cut-with-aging-circles.html / http://treespirits.net/Home.html
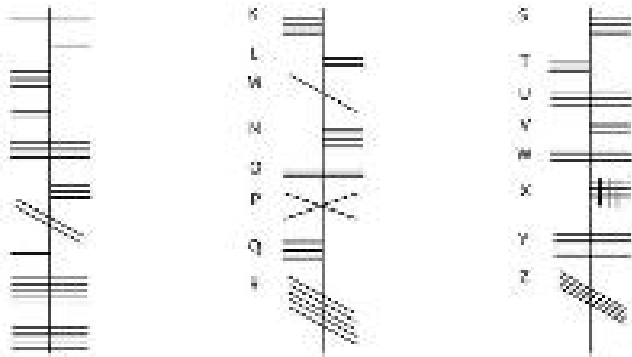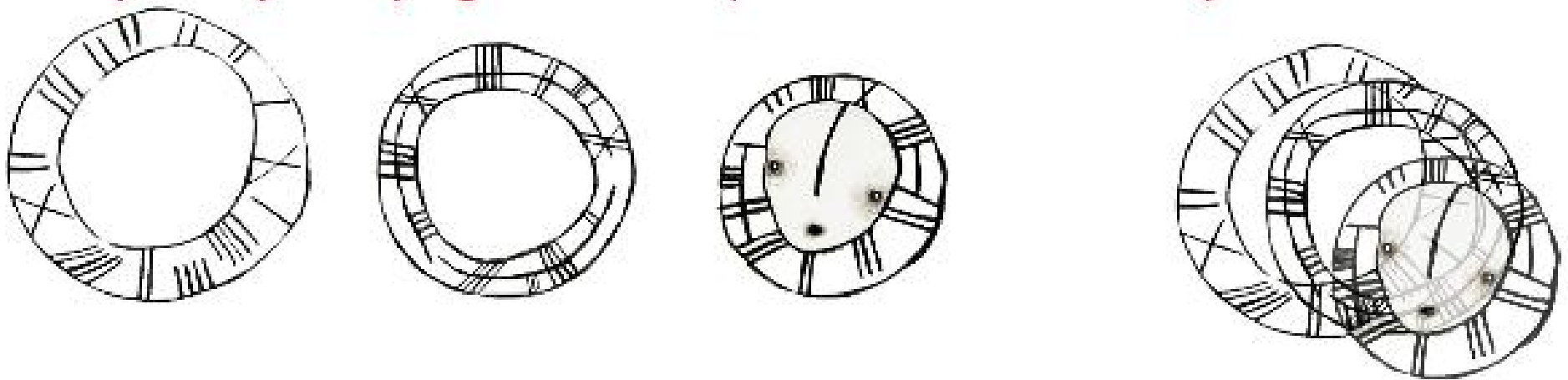
Visual representation:

# Character Design

(Lina Kusaite)

**Celtic Tree Symbols**



**Tree Spirit inspired by Oghman Tree Alphabet from Celtic Tree Symbols**

# Character Design

Tree Spirit

Shrub Spirit
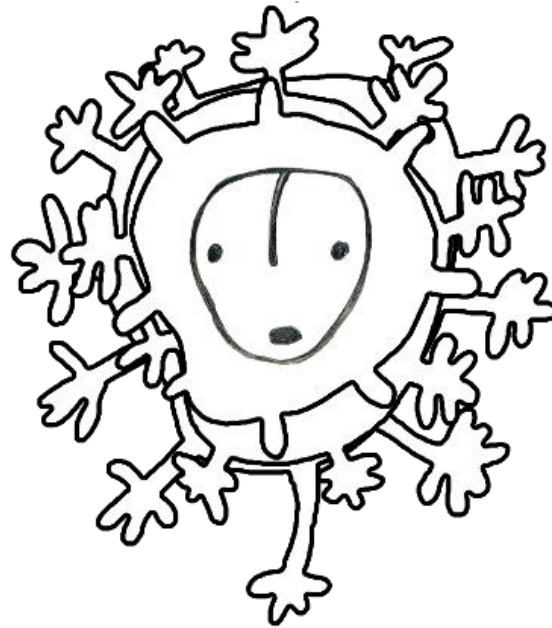
Ground Cover Spirit
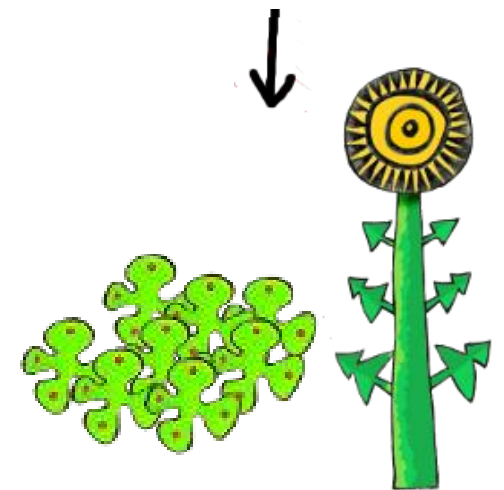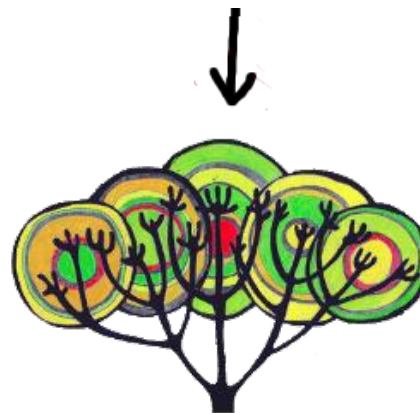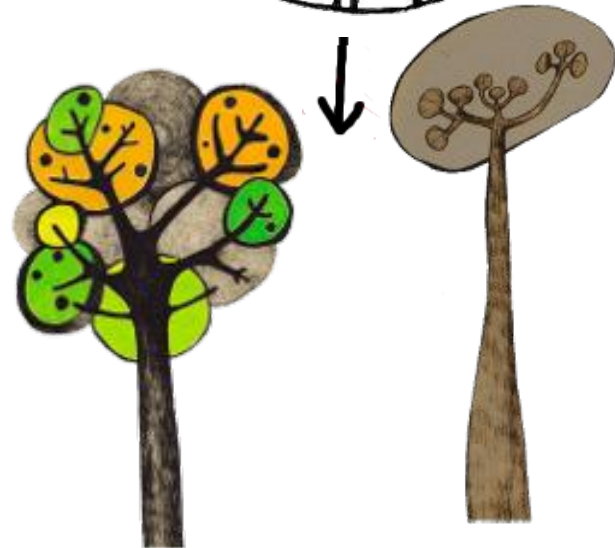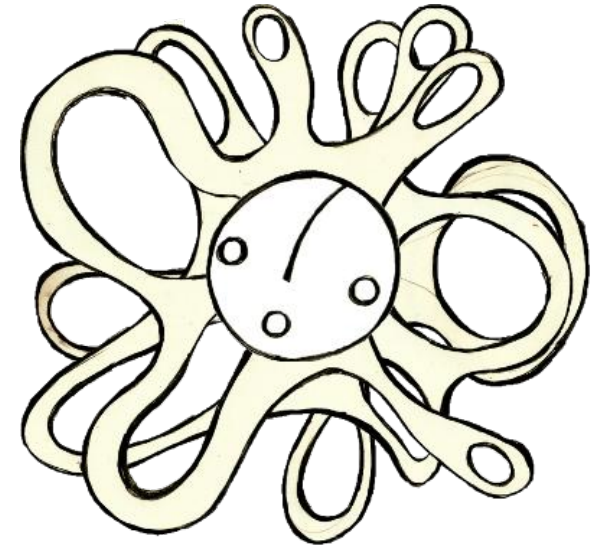
Apple          Cherry          Aronia          Clover      Dandelion

# What spirits do



Tell you what's wrong with your plants

Ask other players to help you

Praise and thank players appropriately

# All messages are triggered by FAtiMA actions



Game World

Emotional State

Interpersonal Relations

Player Message ← Action ← Action Tendancies

Action → Player Message

Action → Player Message

Action → Player Message

Action → Player Message

# Technical overview



facebook
Google+

Javascript

**HAXE**

Game code

Isometric Game Engine

Platform independant (Graphics/Maths)

Flash runtime          flash.net.URLLoader

Fungi (Client)

URL requests

JSON

mongoDB
[name: "mongo", type:"DB"]
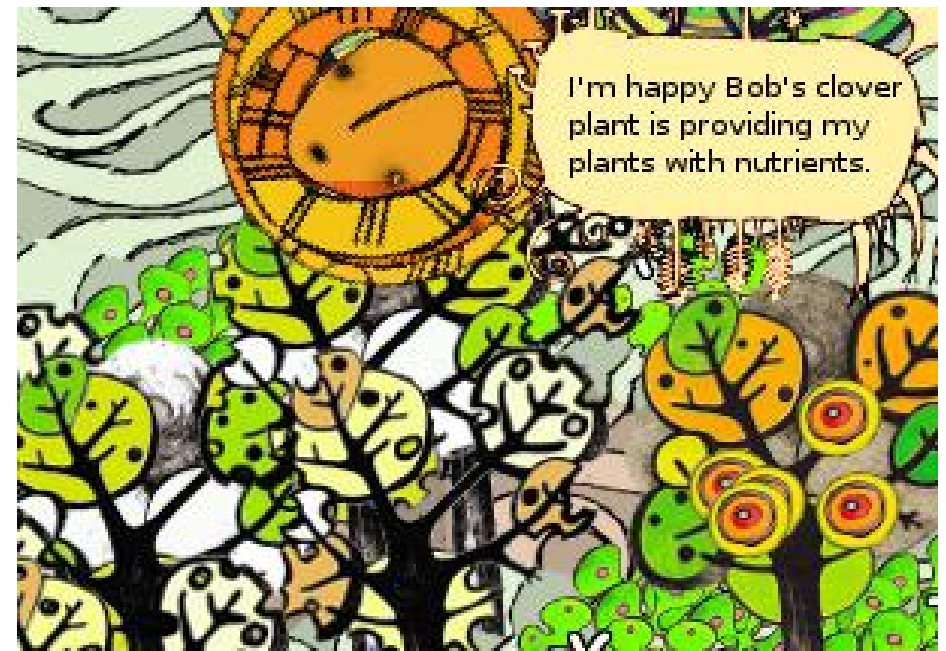
FAtiMA modular

CoverSpirit Agent

TreeSpirit Agent

ShrubSpirit Agent

Game world

Players

Messaging

Game logic

Spirits    Actions/Emotions

Tiles  Entities   State/Events

FAtiMA world server

Agents

World Objects

Clojure

Compojure

Jetty

Apache

Oak (Server)

# FAtiMA integration

# Emotional Colours

From D.3.5 "Facial and body expressions for companions"



Figure 3. Colour combinations for the six basic emotions (Heller, 2000)

LOVE

HATE

HOPE

FEAR

SATISFACTION

FEARS CONFIRMED

RELIEF

DISAPOINTMENT
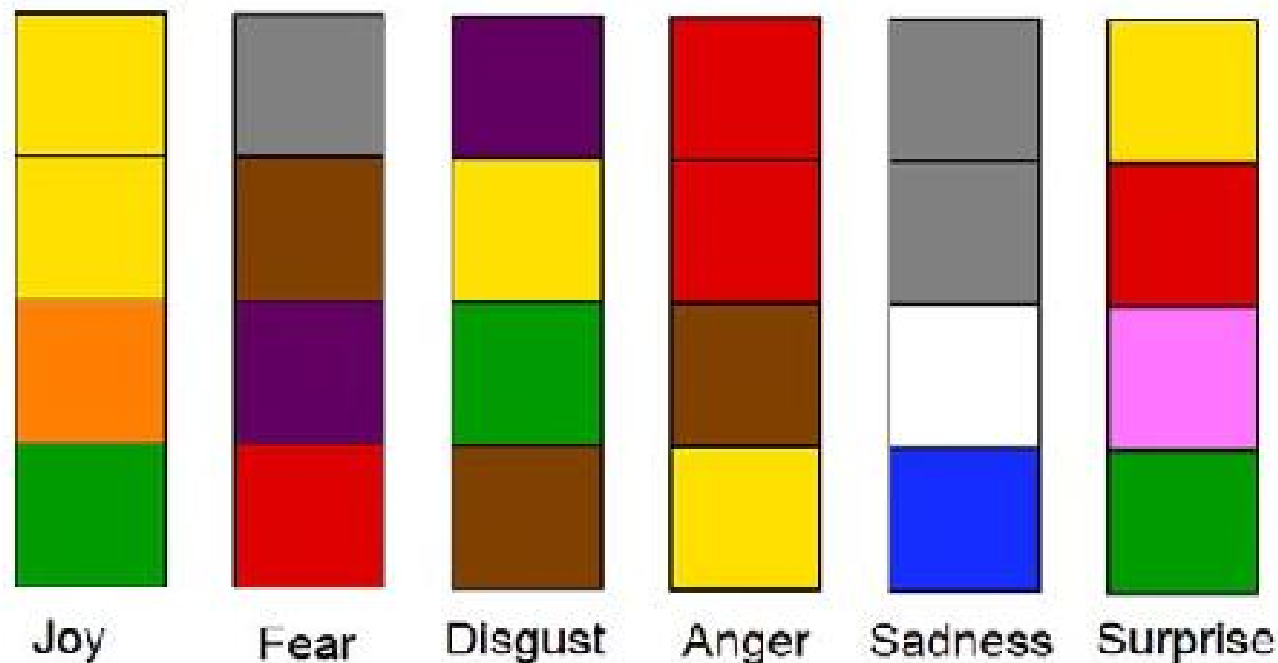
JOY

DISTRESS

HAPPY FOR

PITY

GLOATING

RESENTMENT

PRIDE

SHAME

GRATIFICATION

REMORSE

ADMIRATION

REPROACH

GRATITUDE

ANGER

Positive

Joy

Hope

Love

Relief

Admiration

Pride

Gratitude

Gloating

Satisfactio

Negative

Hate

Fear

Distress

Pity

Anger

Shame

Disappointmer

Remorse
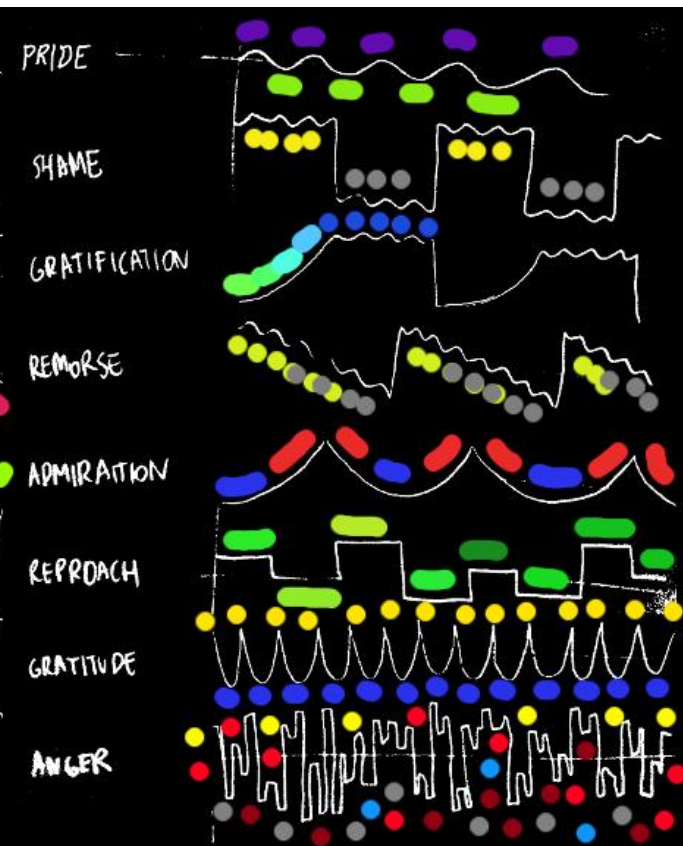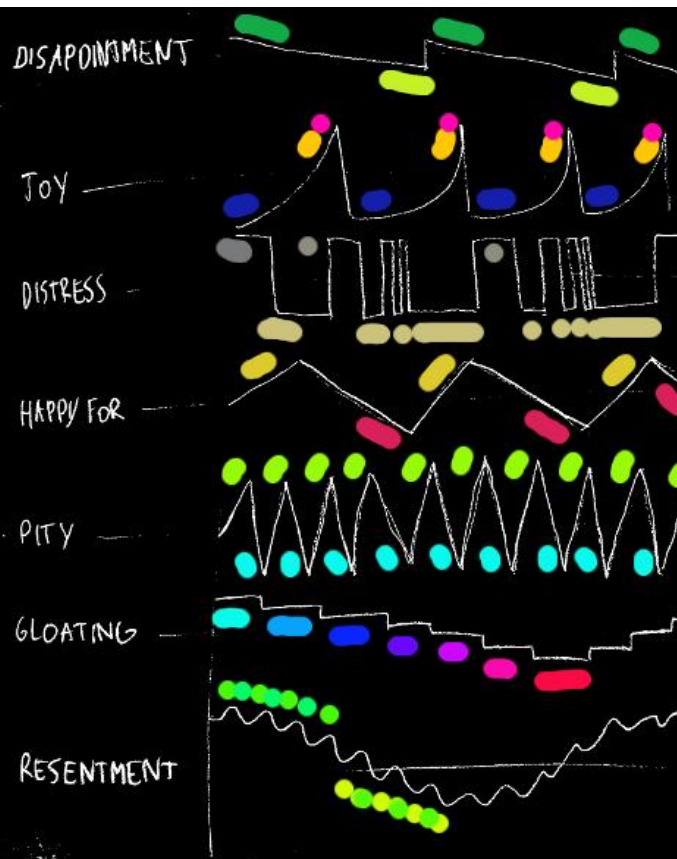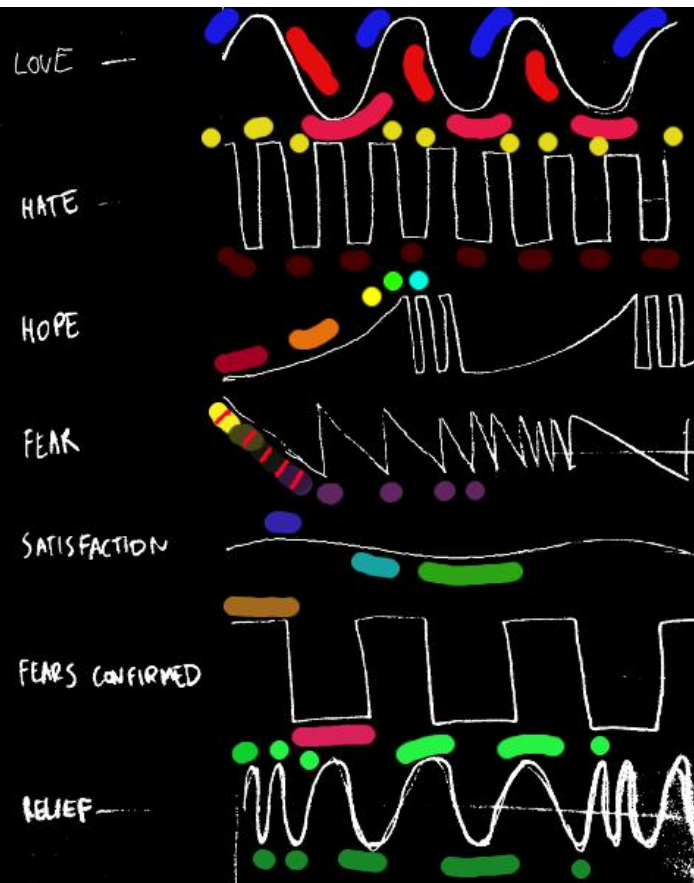
"Made in the context of the existing game art"

# 22x8 Emotion Map
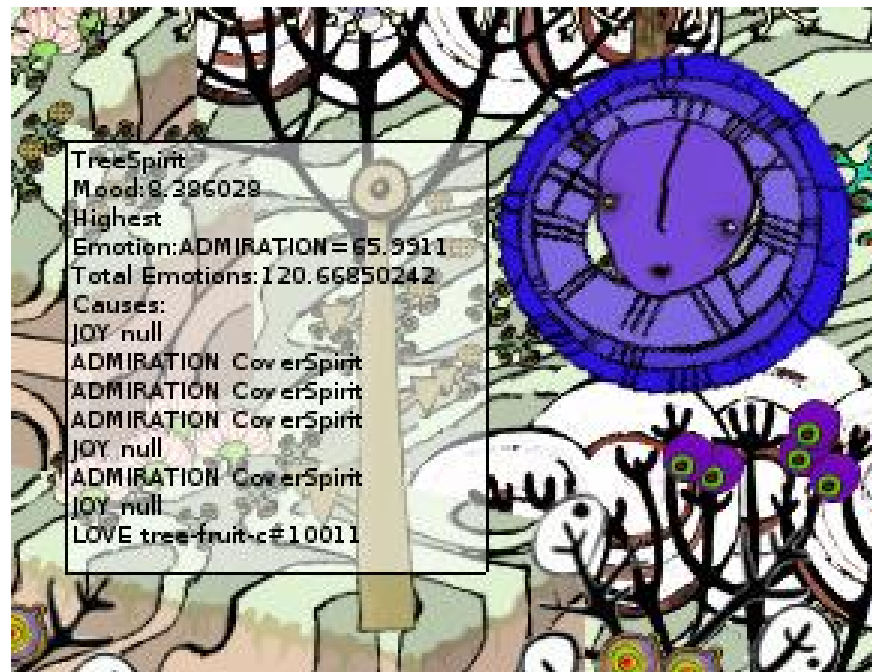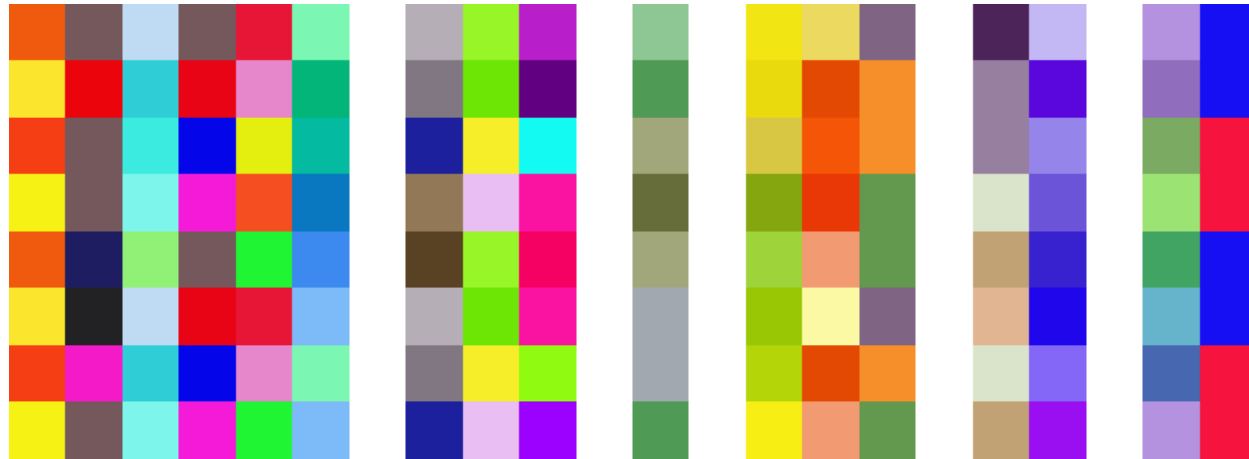
# Extra-project dissemination

- Evan Raskobb & SPACE Studios, Hackney, London.

- Electronics workshop for children, building "creatures" communicating emotions via colour.

- http://lifeproject.spacestudios.org.uk/
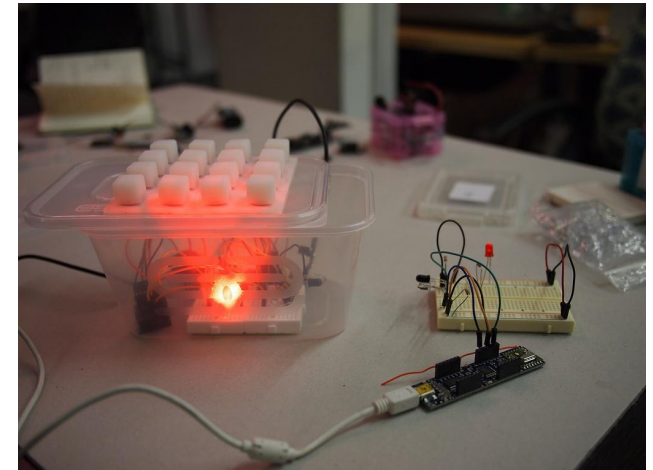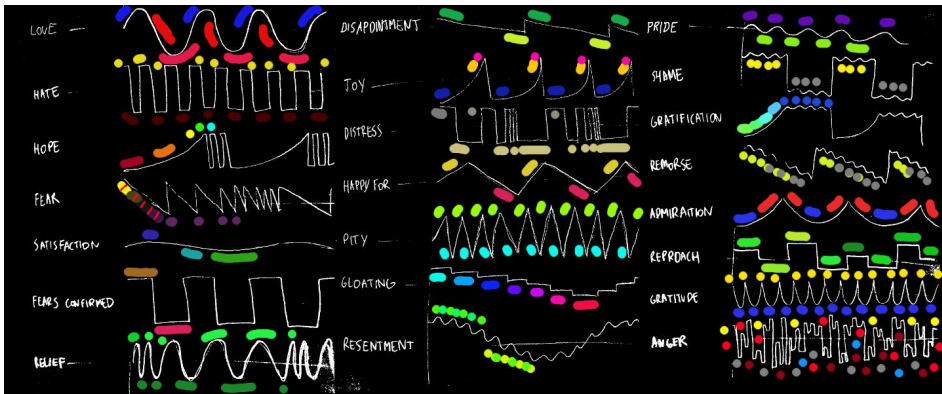
# Upcoming work

- More player progression and "metagame"

   = Level Up

- More complex FAtiMA use (theory of mind)

- Less textual communication

- Server scalability: replace Compojure with Red5

- Evaluations (SICS)

# Evaluations

- Use of colours and/or FAtiMA

- ICat game companion scenarios as a starting point

- Online questionnaires?

## Facebook info

```
{
    "id": "100000480510823",
    "name": "Dave Griffiths",
    "first_name": "Dave",
    "last_name": "Griffiths",
    "gender": "male",
    "locale": "en_US"
}
```

## Log data

```
Sat Sep 10 11:22:35 EDT 2011 Dannington has created a apple at tile 1,-1 position 1,2
Sat Sep 10 11:22:37 EDT 2011 Dannington has picked a seed
Sat Sep 10 11:22:40 EDT 2011 Dannington has created a cherry at tile 1,-1 position 1,1
Sat Sep 10 11:22:55 EDT 2011 Dannington has picked a seed
Sat Sep 10 11:22:56 EDT 2011 Dannington has picked a seed
Sun Sep 11 08:14:47 EDT 2011 LFsaw is logging in
Sun Sep 11 08:14:58 EDT 2011 LFsaw has picked a seed
Sun Sep 11 08:15:02 EDT 2011 LFsaw has created a clover at tile -1,0 position 2,3
Sun Sep 11 08:15:18 EDT 2011 LFsaw has picked a seed
Sun Sep 11 08:15:20 EDT 2011 LFsaw has created a clover at tile -1,0 position 1,4
Sun Sep 11 08:15:57 EDT 2011 LFsaw has picked a seed
Sun Sep 11 08:16:03 EDT 2011 LFsaw has created a clover at tile -1,2 position 0,0
Sun Sep 11 09:55:06 EDT 2011 new player Xis has registered
Sun Sep 11 09:55:36 EDT 2011 Xis has picked a seed
Sun Sep 11 09:55:36 EDT 2011 Xis has picked a seed
Sun Sep 11 09:55:37 EDT 2011 Xis has picked a seed
Sun Sep 11 09:55:37 EDT 2011 Xis has created a apple at tile 0,2 position 4,2
Sun Sep 11 09:55:39 EDT 2011 Xis has picked a seed
Sun Sep 11 09:55:41 EDT 2011 Xis has created a apple at tile -1,2 position 3,3
```

# Early feedback

*"My first strategy: concentrate on clover plants and support lonely trees with nutrients"*

*"I noticed that I started to look how many alive plants I have... I guess it's be nice to also know how they support other peoples plants and how to improve..."*

*"I'd like to thank the spirits when they've "asked Dave to help with my Apple tree""*