

SILVA



Pitch/Intentions

PITCH:

Play the role of a **forest ranger** fighting to **protect** and **preserve forests**. You've been assigned to a new forest, a protected area where the ecosystem is no longer **self-sufficient**. Your goal is to make it self-sufficient again, by **repairing** the mistakes made by your peers.

INTENTIONS:

- Raising awareness of how a forest **functions** and its **precarious balance**
- Learning about **forest preservation**
- Making an **educational game fun**



Data sheet



Serious Game



VR



Middle/High school
students



Observation/
Adaptation



Solo



Forest
preservation

General references

Plasticity - 2019



- Raising ecological awareness about **pollution** and **waste disposal**
- Popularization of the **repercussions** of pollution without any real action

Working with Water - 2020



- **Educational** awareness-raising for high-school students
- Popularization → suitable for **middle/high school**
- Tools for **kids** (4th → 7th grade)
- **Ecology** awareness (Water Management)

Firewatch - 2016



- Play a **forest ranger**
- **Nature reserve** (inspired by Yosemite National Park)
- Managing **forest fires** (ecology)
- (small) Open World → **exploration**

Artistic references

Foliage

Genshin Impact - 2020



Breath of the Wild - 2017



Alba - 2020



Cartoon style (vr game inspiration)

Sword Reverie - 2022



Mechanical references

Winds & Leaves - 2021



Forest management:

- Soil (groundwater)
- Trees
- Planting

Gameplay:

- Simple actions
- Climbing
- Interacting with objects

The Climb - 2016



Gameplay:

- Climb

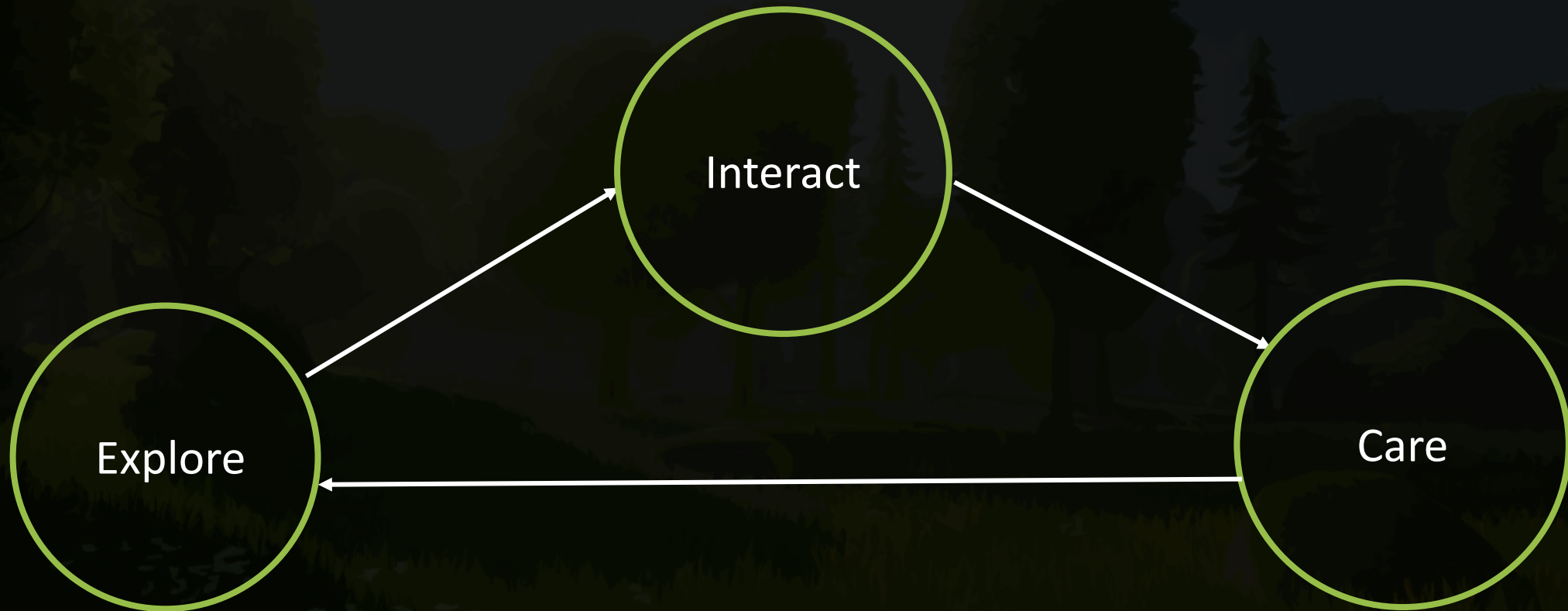
Rythm of the Universe - 2021



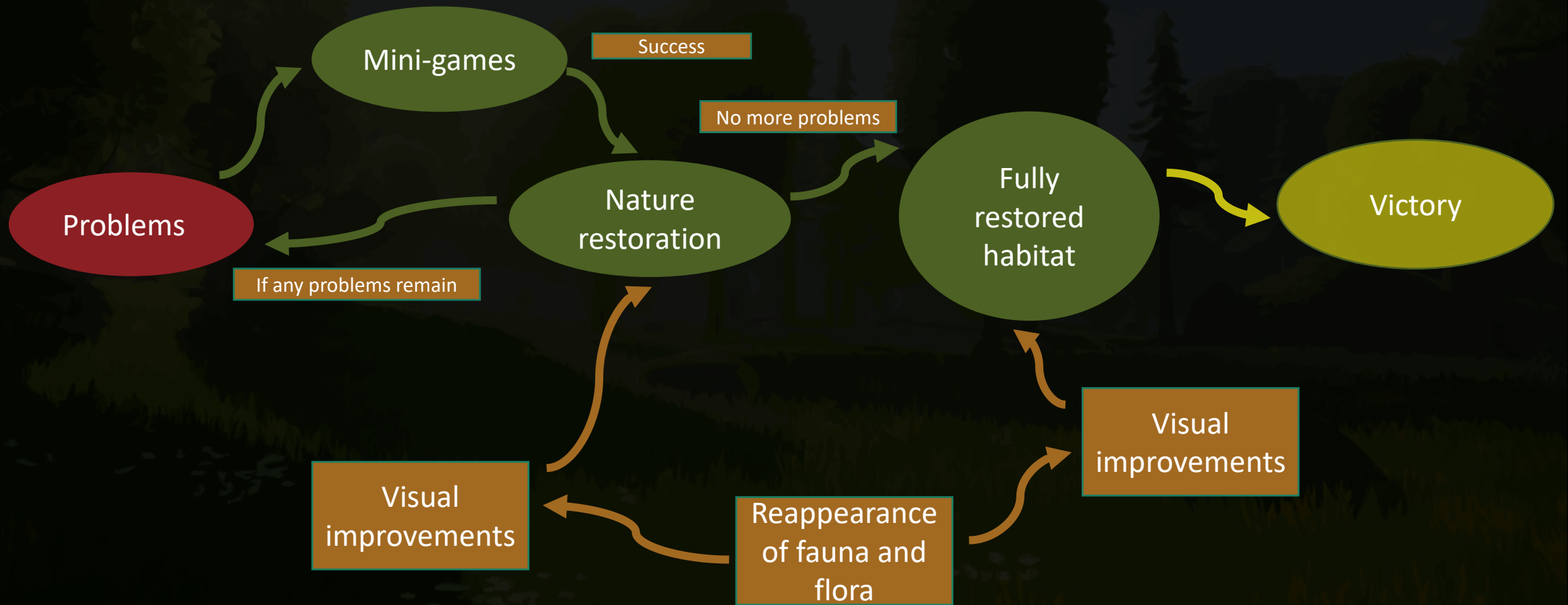
Gameplay:

- Simple actions
- Climbing
- Interacting with objects

Boucle de Gameplay

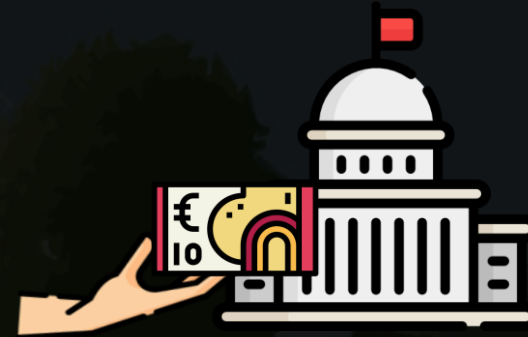


Game flow



Business

- Sale of games for **the state** to raise awareness
- Target middle and high schools through awareness-raising campaigns
- Contact the ONF (association) for **funding** and to find more extensive means of **distribution**.



Game mechanics

- Climbing trees
- Reattach a fallen beehive
- Throw/lay an egg on the nest
- Cleaning bark with beeswax
- Soil sanitation by fungi
- Waste collection
- Day/night cycle
- InfoBubbles



Climbing trees

Why allow the player to climb?

The ability to climb gives the player **freedom**, vision over his playground and the possibility of **new interactions** with his environment to **complete** his objectives.



Reattach fallen beehives

Why bees and not other pollinating species?

Bees are an **endangered species**, heavily affected by human exploitation and pesticides. They have been maintained at this level thanks to the efforts of a number of **NGOs** and **associations**, as well as public awareness campaigns. Bees play an important role in the proper functioning of the **plant reproduction cycle**. The reappearance of flowers near watercourses attracts insects, feeding fish and birds alike.



Throw/lay an egg in its nest

Why put eggs back in their nests? The benefits of having bird species?

Saving animals in decline to maintain the fauna present in the forest **biosphere**. Bird species **regulate** insect species. They also serve to **spread** seeds in their droppings, dispersing future seeds and preventing them from **growing** in the same place as their progenitors.



Clean bark with beeswax

Why protect trees and their bark?

Tree bark is increasingly **falling off** due to pollution. This is due to the **actions of man** and his equipment (pruning a tree, carving with a knife...). They fall prey to diseases, parasites, insects, fungi... This creates the risk of their problems **spreading** to other trees. Beeswax is a **solution** to this problem, thanks to its **waterproofing** and **healing properties**, due in part to the propolis it contains.



Soil remediation by fungi

Why sanitize soils, and why use fungi to do it?

It's important to clean up the soil so that the forest doesn't bathe in its own waste or that caused by human activity, so the **decomposition** of humus plays an important role. To facilitate this process, research has been carried out and a company (Biopterre) has set up a range of techniques, known as **myco-remediation**, to **heal soils** with the help of **fungi** (e.g. oyster mushrooms).



Waste collection

Forest litter not only pollutes the **natural habitat** visually and can **harm** its flora and fauna but is also a real problem for the environment. The main problem stems from their **decomposition** by microorganisms, creating **particles** such as **microplastics**. Once in this state, they can enter the food chain through **ingestion** by worms, or pollute soil and groundwater, causing serious damage to the **ecosystem**. By disposing of and sorting waste, we can help preserve this threatened habitat.



Day/night cycle

The day/night cycle shows the player that **preserving** a forest is a **daily struggle**, not a one-day job.



InfoBubbles

Wax/Tree:

Beeswax can be used as a **healing putty**. It provides an **excellent seal** and sufficient protection to allow grafting. To prepare this putty, simply knead beeswax until it becomes malleable enough to be easily applied directly to the **lesion**. In addition to being **waterproof**, beeswax contains a small amount of **propolis**, a resinous substance known to promote healing in plants.

Beehive:

Bees are fundamental to **the pollination of all flowering plants**. Better than most pollinators, they have a range of several kilometers and are not specialized on certain flowers. **For the good health of the forest**, bees **collect honeydew**, thus **preventing** the development of **mildew and rust** on tree leaves and needles. It is therefore necessary to design beehives so that they can perform much better than solitary bees.

Egg:

Due to the large number of **bird species**, each has **important roles** to play in the ecosystem. Many bird species **regulate insect species**, others **maintain the habitats of other animals**, and some species also **pollinate flowers**. Birds therefore play an important role in the biosphere. It is therefore important to return the eggs to their nests, so that they can develop efficiently and benefit the forest.

Waste:

Waste sorting is the act of separating and recovering waste according to its nature, at source, **to avoid contact and soiling**. This gives them a **second life**, avoiding their destruction by incineration or landfill, and thus reducing the **ecological footprint of waste**. Waste is sorted by category: **glass**, **plastic**, paper.

Fungis:

Soil mycoremediation involves taking advantage of the ability of certain strains of fungi to secrete substances to digest substrates. The chemical structure of many organic pollutants is similar to that of these substrates.



InfoBubbles



Tooltips appear once a task has been completed, so you don't have to complete the entire task to get the information.

Level design

Map top view



-  Start zone
-  Sick zone
-  Healthy zone
-  Paths available to the player

Level design

View player

Start zone



The table is the element where the player has all his equipment, as he learns in the game's tutorial.

Level design

View player

Arriving in a sick zone



Areas devoid of greenery, signalling problems to be solved. Once in this zone, the player will have to seek out and find the area's problems, from soil revitalization to the application of beeswax and more.

Interface

Main Menu

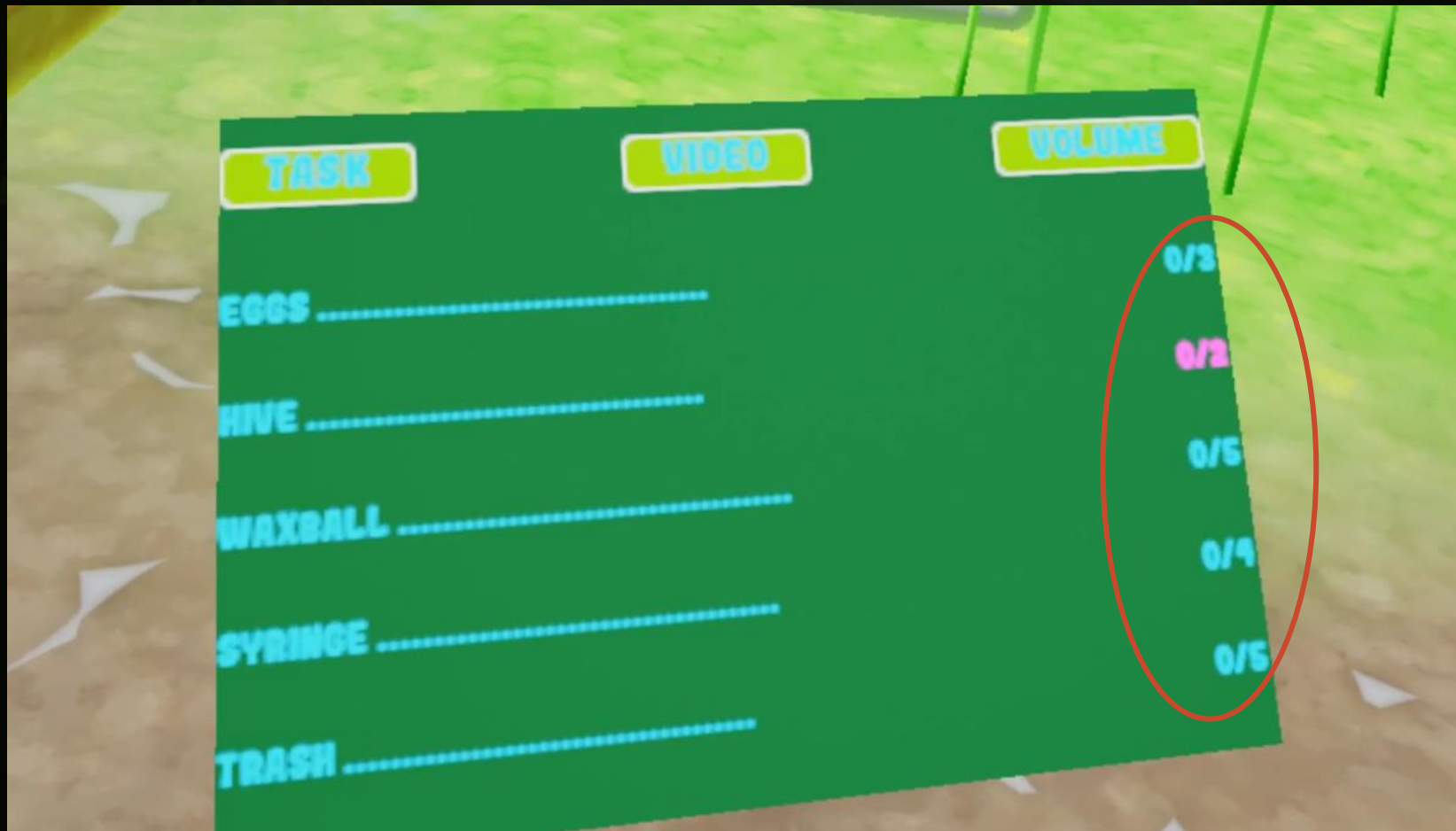


Color differentiation to show what the player selects.



Interface

Task menu



The task menu changes when the player successfully completes a task.

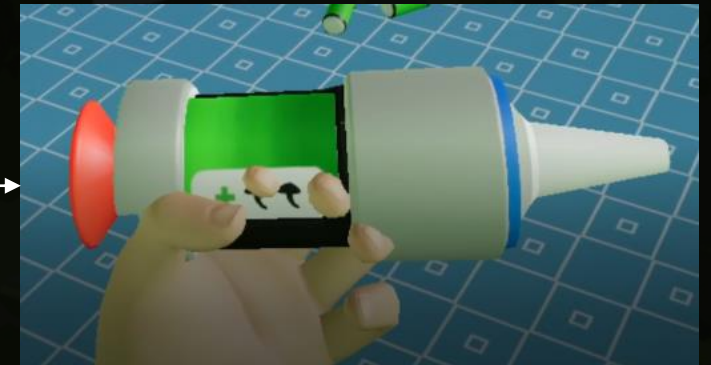
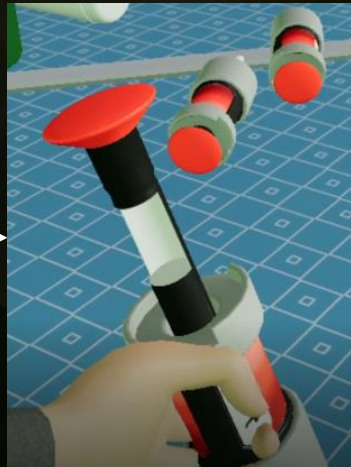


Feedback on successful tasks

Feedback

Soil remediation by fungi

Before



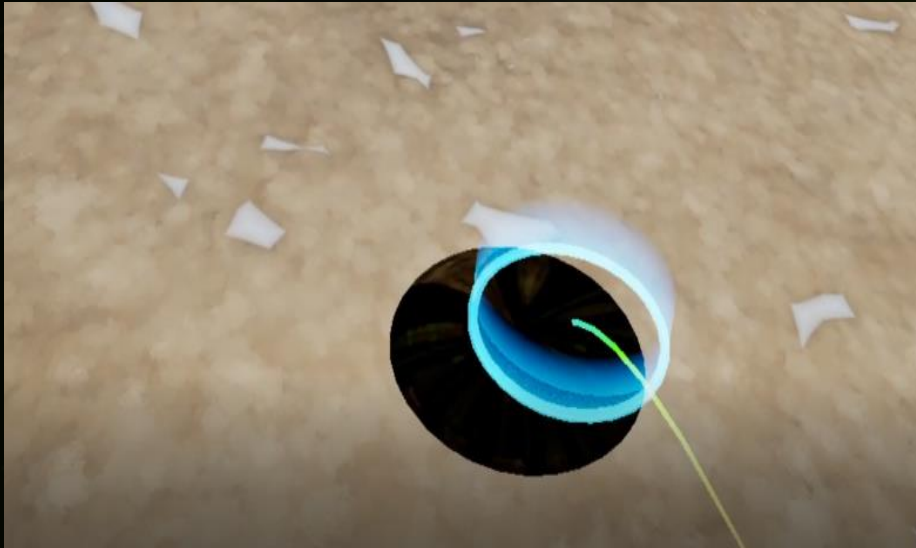
After

When the syringe is in the player's hands, it opens so that the player can put the green capsule inside. Once this has been done, the syringe charges and changes color from red to green.

Feedback

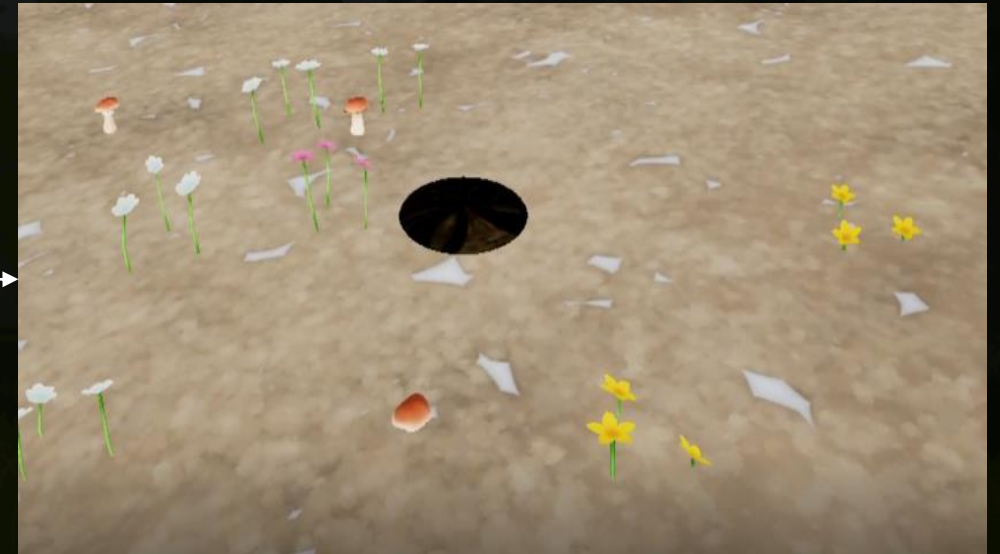
Soil remediation by fungi

Before



No plants around.

After



Plants appear to show that the soil is improving.

Feedback

Throw/lay an egg in its nest

Before



No foliage on the tree.

After

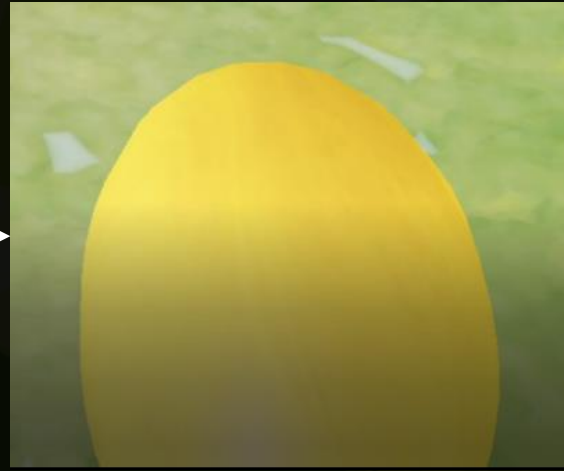
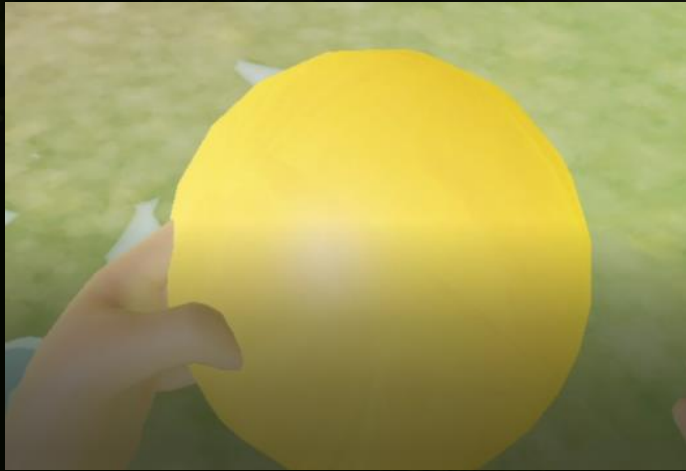


Appearance of foliage and bird sounds when the egg is laid.

Feedback

Clean bark with beeswax

Before



After



After kneading, the wax becomes larger so that it can be applied to the tree.

Feedback

Clean bark with beeswax

Before



Black tree bark

After



Wax application: the area turns yellow to show that the wax has been properly applied.

Feedback

Reattach fallen beehives

Before



No foliage on the tree.

After



Appearance of foliage and sound of bees with appearance of bees around the nest.