



Flower

By: Isaac Walker

Competition Highlights

- Has no enemies or a time limit, impossible to lose
- You play as a collection of flower petals flowing through the wind, you must blow through unblossomed flowers, so you can bring life back to the land.
- Every time you breeze by a flower you gain an extra flower petal, therefore making you bigger and it easier to hit other flowers.
- Game over when you want to quit, or you've beaten the game.

Rules Highlights

- If you want to beat the game then you have to blow through the flowers, but there is no time limit or point system that forces you to
- If you just want to flow through the environment you can do that.

Implements Highlights

- You play by tilting the PS3 sixaxis controller, to move the wind current, and you press any button to blow the wind.
- You are the flower petals.

Territory Highlights

- Big open field of grass, with dead patches, and assorted flowers.
- When you “awaken” all the flowers in one part of the level you are taken to another area of the level.

Inventory Highlights

- You collect flower petals, the more you have the easier the game.

Novel and Noteworthy

- A pseudo sequel to flow
- Meant to be relaxing, and give the gamer a emotional experience.
- This game really goes against the grain, it does not have a lot of the things in it that we automatically associate with video games, but its still a game.
- A great example of games as art.

From the reading

- Flower could be viewed as an activist game, because it strives to create emotional experiences, first and foremost and its message is an environmental one.
- But unlike the games talked about in the article by Mary Flanagan, Anna Lotko, this one is primarily positive.
- “As anthropologists of play have argued, play has historically functioned as a tool to understand the self.” this game helps us to understand our self in relation to the environment.

Questions?