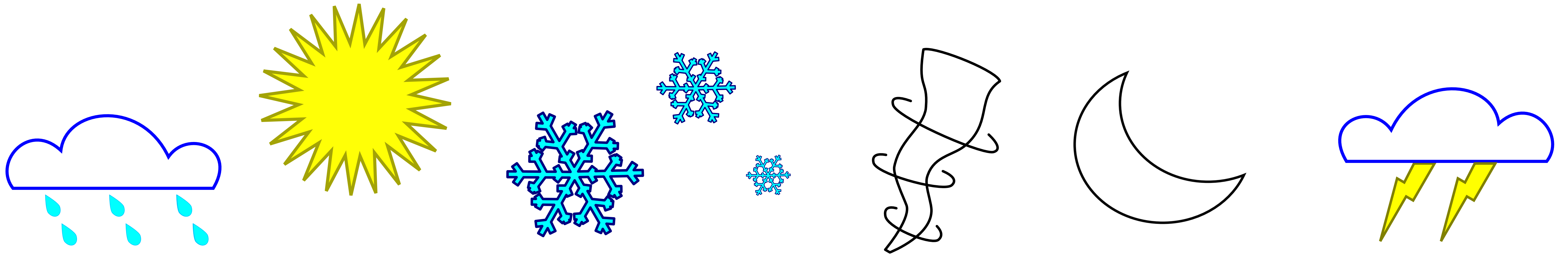


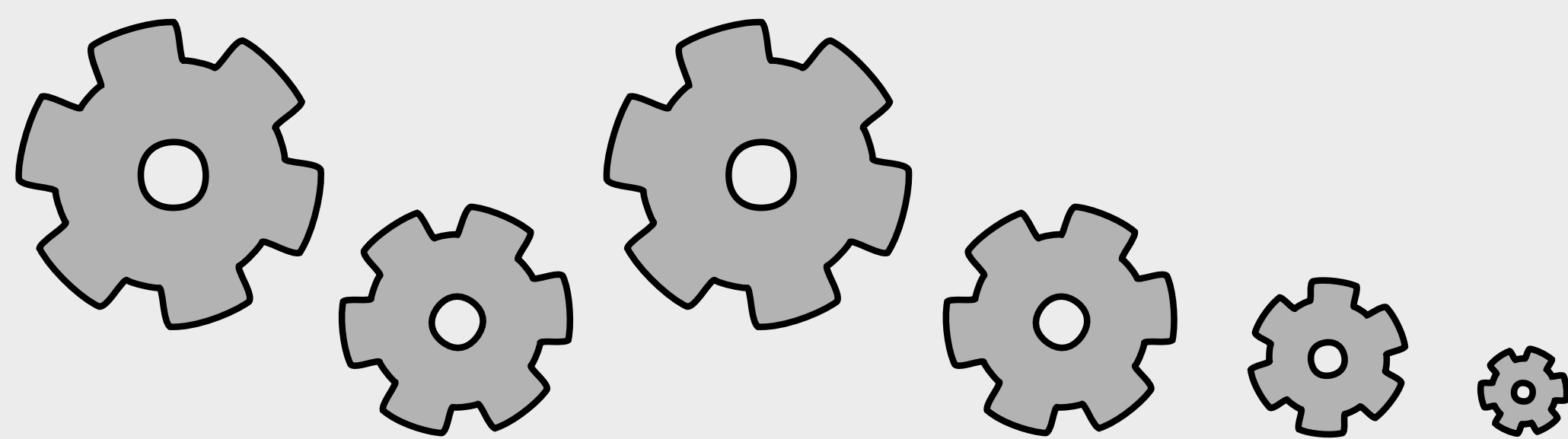
# Pervasive Play for Everyone Using the Weather



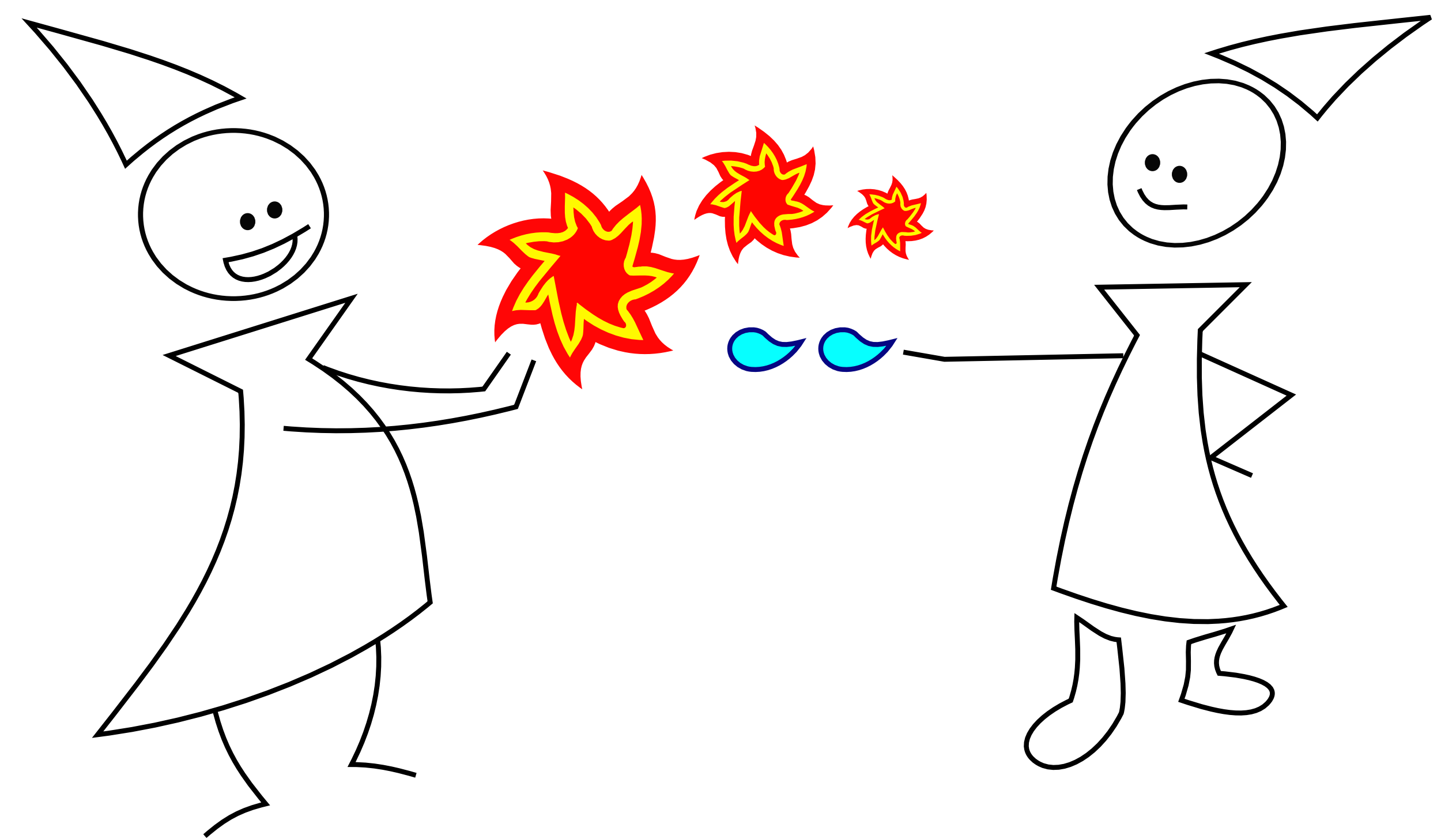
*A pervasive game is one that expands the magic circle of play so that reality is also part of the game.*

## Weather Module

Retrieves and processes the weather data and provides it to the games that need it.



## Weather Wizards



A game where the wizard's powers are affected by real weather.

Player chooses a fight location in a globe map.

Player's strength in combat varies according to the real weather conditions in that location.

## Other games...

The Weather Module can be reused in other games.

## Real Farming

Crops growth is affected by the real weather in a location chosen by the player.

Sofia Reis, Teresa Romão and Nuno Correia  
se.reis@fct.unl.pt, tir@di.fct.unl.pt, nmc@di.fct.unl.pt

CITI - Faculdade de Ciências e Tecnologia da Universidade Nova de Lisboa

<http://img.di.fct.unl.pt>