



GAP 255

Final Project - Brittany Blair





Plant Management

The Gist

Description:

You have a small inventory of plants that start off as seedlings. It's your job to make sure they grow up nice and healthy.



Game Loop

Main Menu:

- You make decisions for all of the plants, then choose to move on to the next day when your done.
- Callander updates, plants update, and then you go on to the next round.

This process repeats itself until all the plants are fully grown.

Plant Menu:

- Get information on the plant's current status, moisture, and growth.
- Decide weather you need to water the plant, re-pot the plant, or choose to do nothing.
- Go back to the main menu and repeat this with each plant.

Main Menu

Main Menu : preview

Use the W, A, S, D keys to move your selection Press spacebar to select a plant

Day 1

- SunFlower
 - >Cactus
 - Spider plant
 - etc...
- Next day

Description: A desert thriving plant that does not need constant watering, and grows at a very slow pace.



Plant Menu

Plant Menu: preview

Use the W, A, S, D keys to move your selection Press spacebar to make selection

Cactus

- Moisture : 30%
- Growth : 10%
- Status : Healthy

What would you like to do?

- >Water Plant
- Re-pot Plant
- Back to Main Menu

Design Patterns

Model-View-Controller
State Pattern



Design Patterns

Model-View-Controller

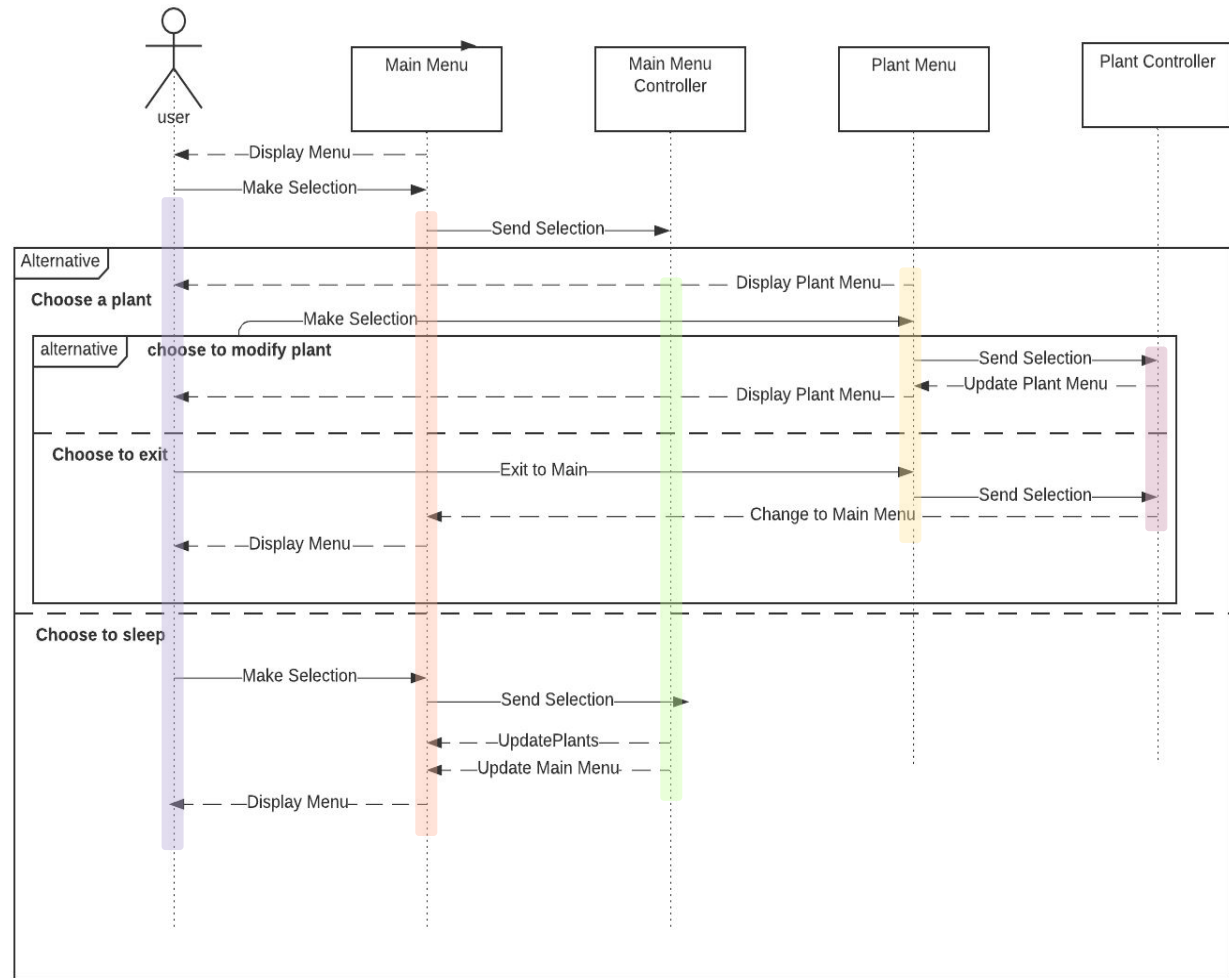
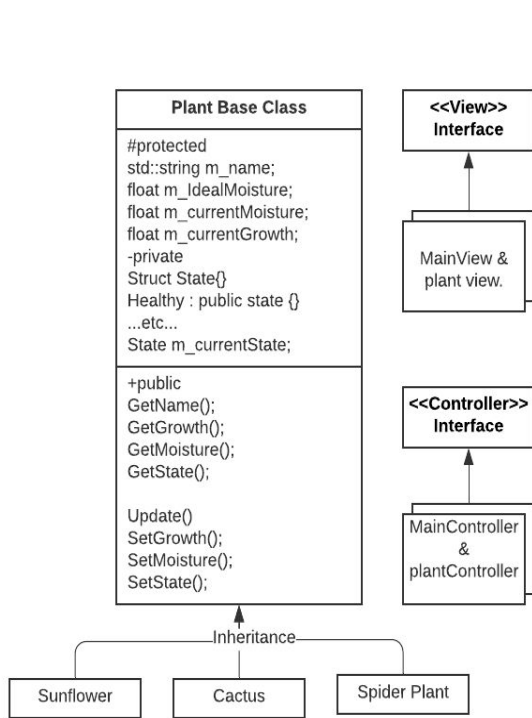
I choose the MVC because of the Menu systems i want to use. Having clean code for visualizing and actualizing actions will be very valuable for me as i work on this project.

Behavior / State Pattern

I want to implements different states for the plants. Such as: healthy , dry, rotting, wilting etc. Each state will give a hint in the plant description about what you need to do to keep the plant healthy. States will change based off of the plant's moisture and growth percentages.

UML

UML class diagram for Plant class,
and a UML sequence diagram for
how the program should function.



The End.