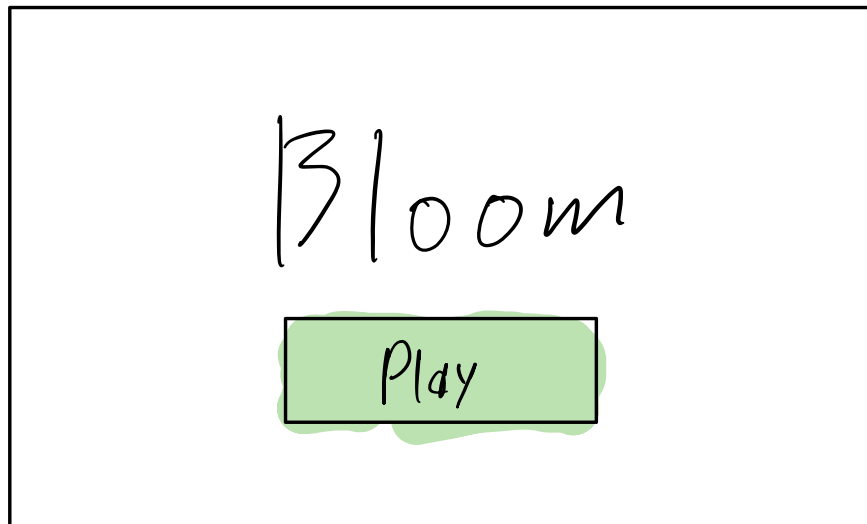# UML User Interface Model
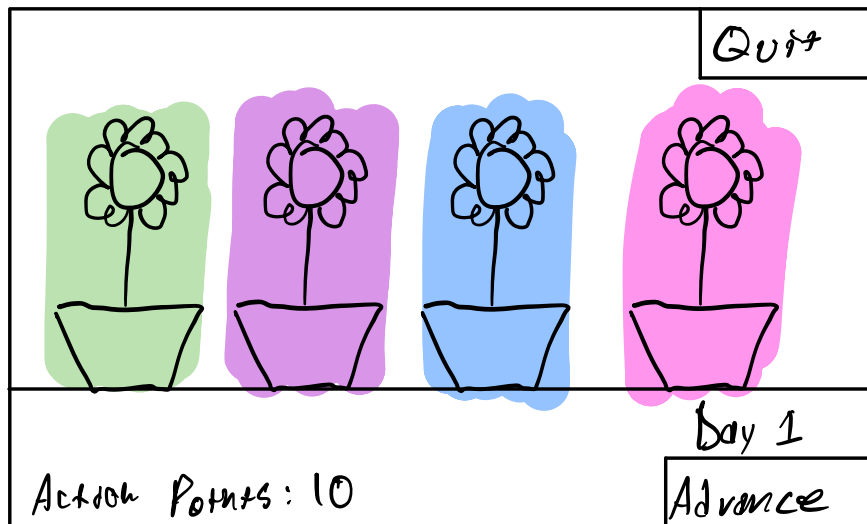
Initial Menu Screen

Bloom
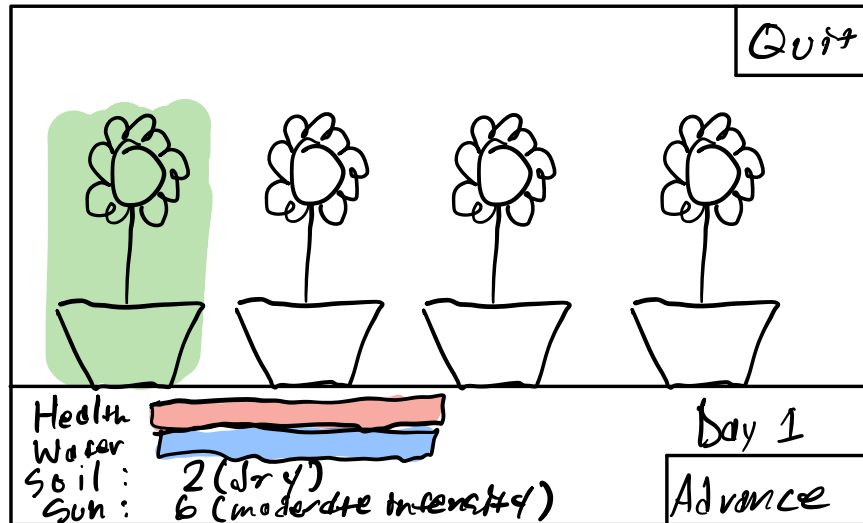
Play

- Player can start playing a game of Bloom

User Presses "Play" button

Quit

Day 1

Advance

Action Points: 10

- Player can select any plant on their shelf

Player selects a plant on shelf

Health
Water
Soil : 2 (dry)
Sun : 6 (moderate intensity)

Quit

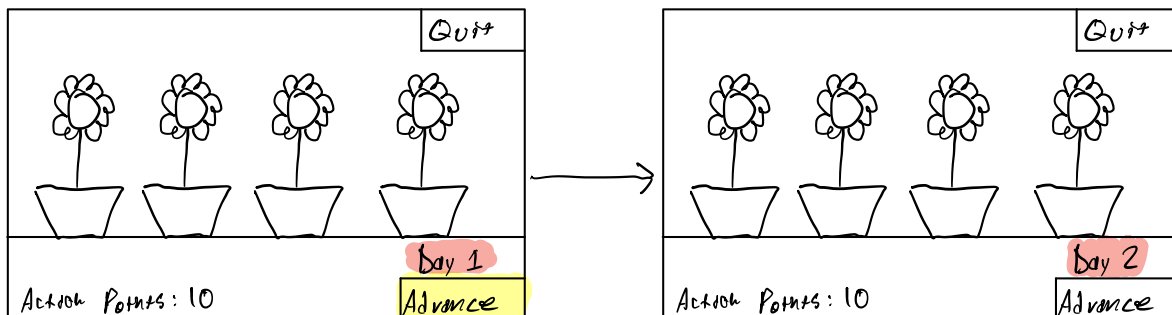Day 1

Advance

- Player has the option to water their plant using action points

- Player has the option to change the soil of their plant using action points

- Player has option to change the sun conditions of their plant using action points
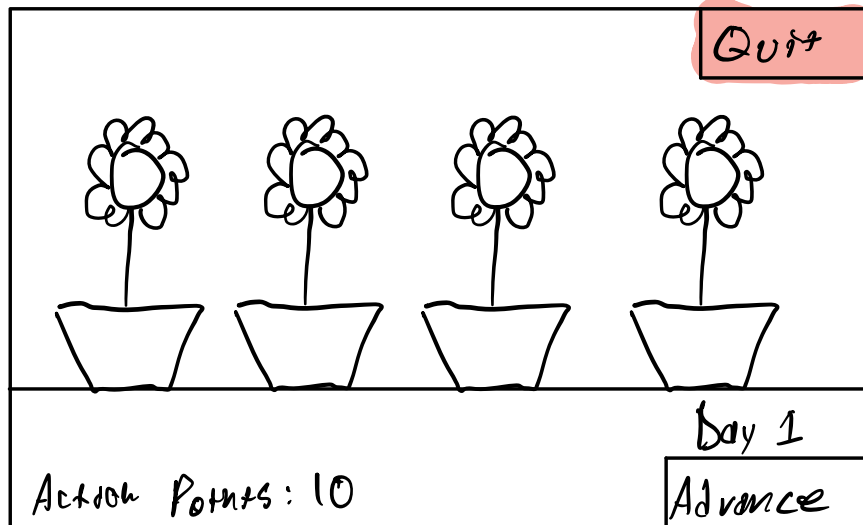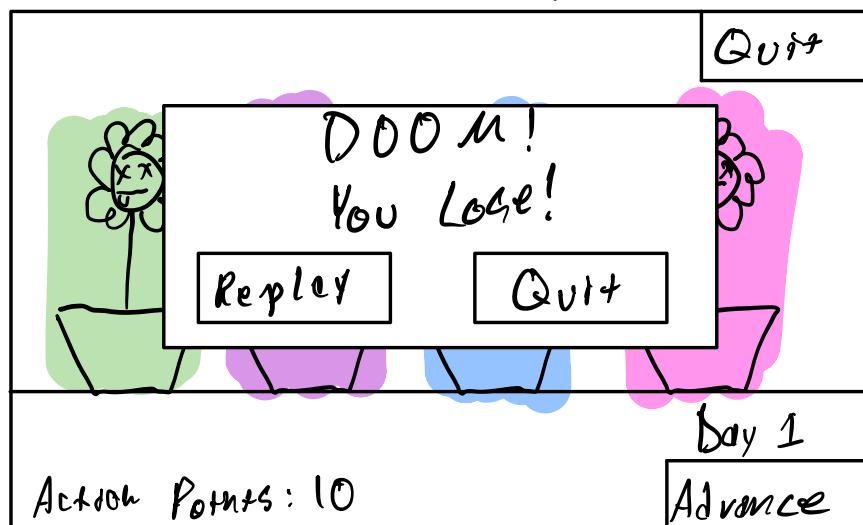
- Player will have the option to quit the game at any time, returning to start menu

- Player has option to advance a day, which will effect each plant differently, depending on how sufficiently its' needs are met
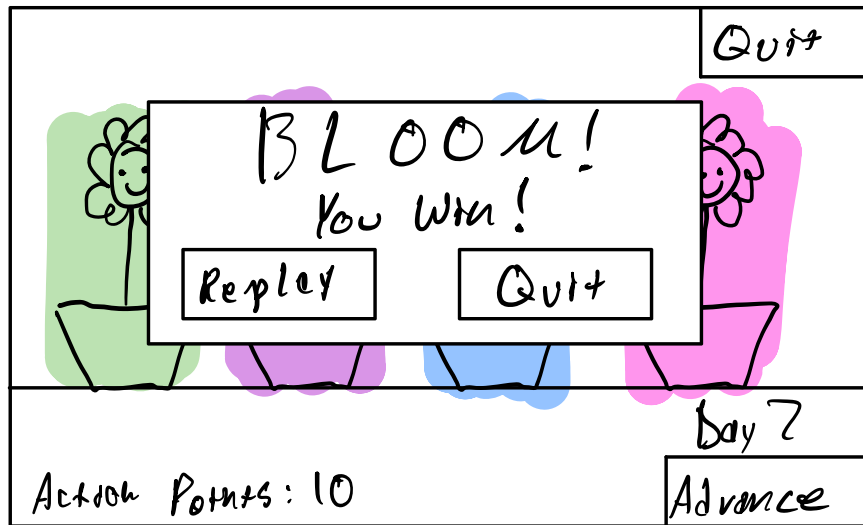
- Player can win the game if all plants achieve bloom state, which is accomplished by meeting every plants needs

- Player can lose the game if all of their plants die