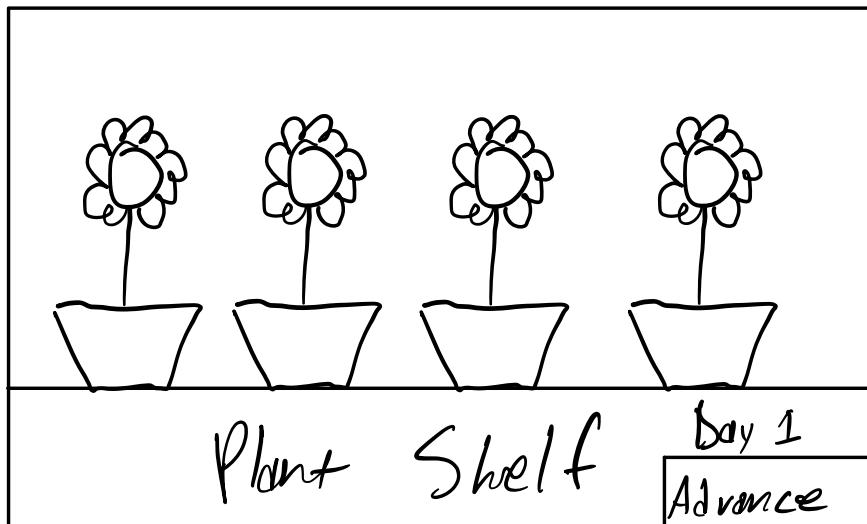


Plants

Play

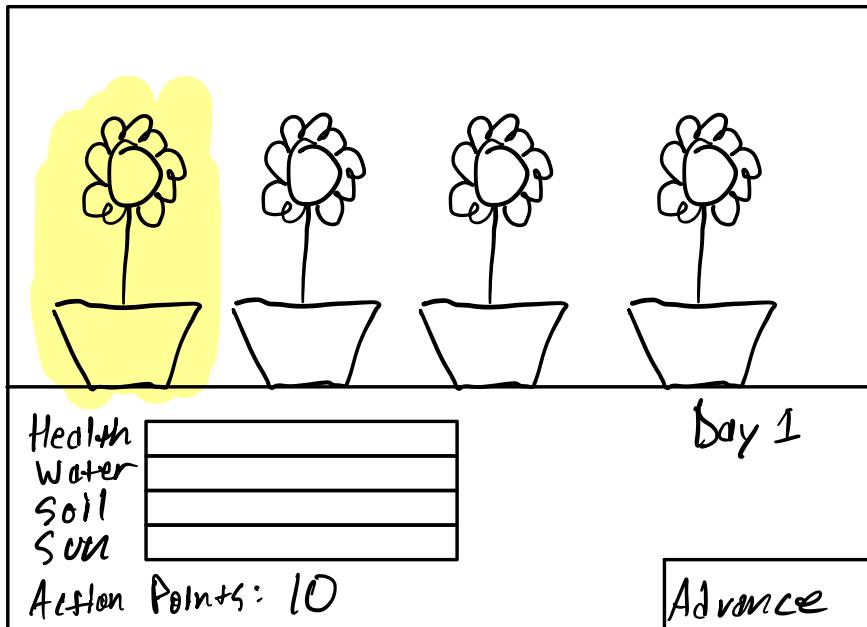
- Upon clicking "Play" button, will we need options?

User Presses "Play" button



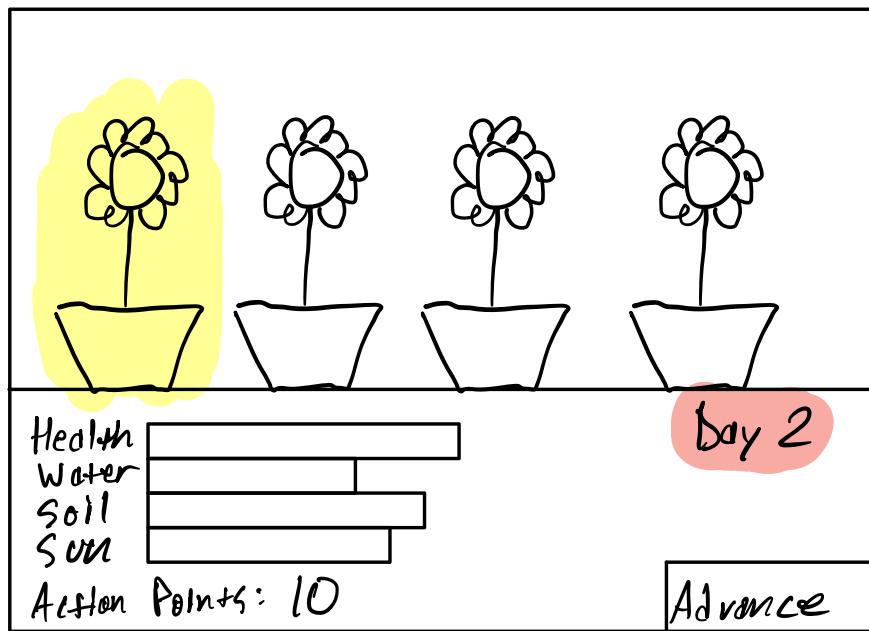
UI will be something like this

User clicks on a plant to interact with it



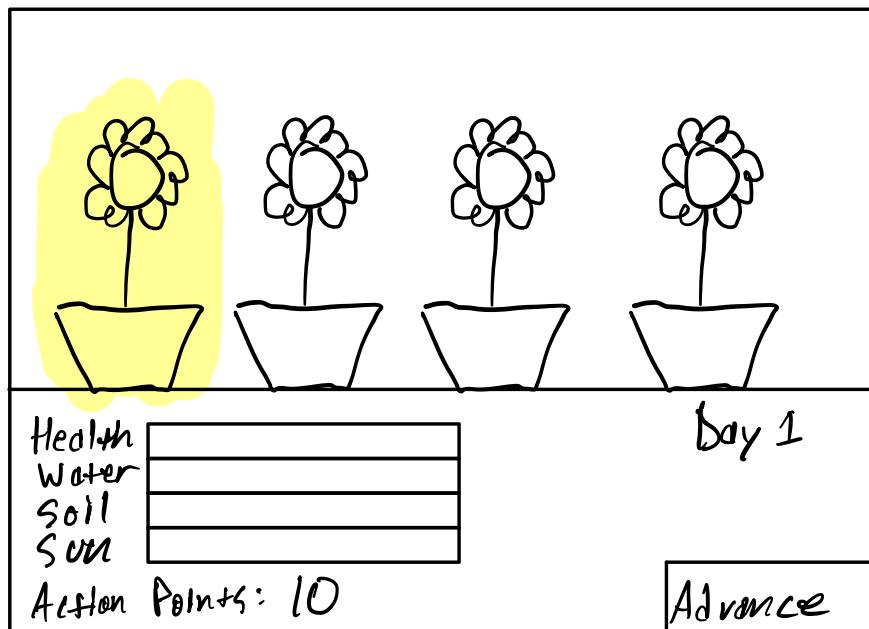
- Player has the options to water the plant, change the soil, and change the sun conditions.
- All of which effect the plant in different ways.
- Action points can be spent on caring for the plants, each action has a consequence for the plant.
- All spent action points will immediately apply stat changes to plants

Advance a day



- Your plants stats will decay depending on how well their needs are met
- Health will drain from a plant faster if any of its needs are not fulfilled properly
- Once all of a plants needs have been fulfilled, plant enters bloom state, and the player no longer needs to tend to a plants needs
- You are granted more action points to take care of your plants every day you advance

Actions on a plant

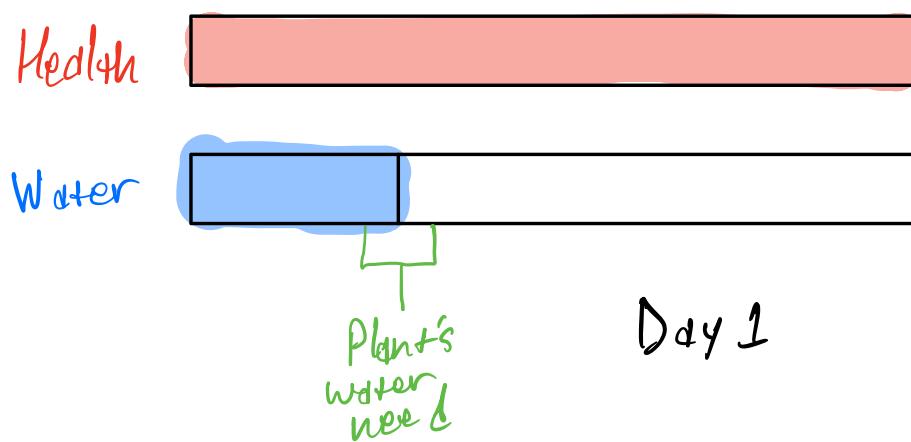


- Water requirement drains every day you Advance, at a rate determined by the soil type.
- Stay under the water requirement, health will drain faster
- Water over the water requirement for too many days, plant will drown
- The soil requirement effects the daily drain rate of water from the plant. If the soil is correct, water will drain the slowest. The further your soil grade is from the requirement, the faster the water will drain.

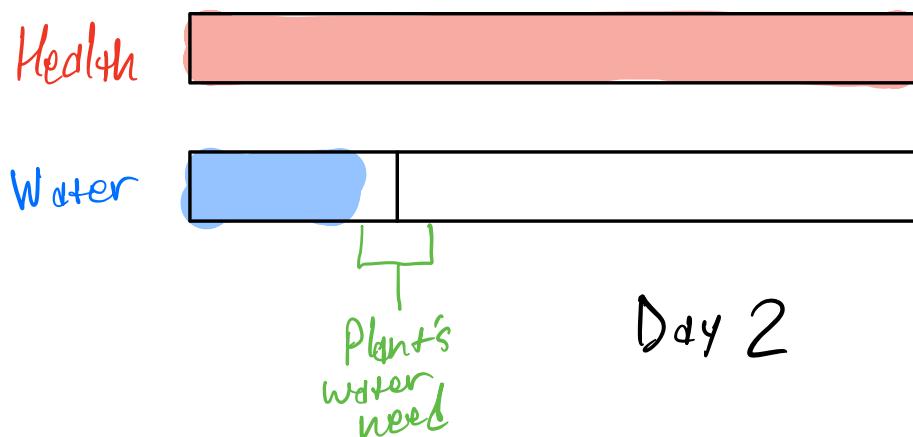
How water effects health

- Water is a "bar" that drains health at a greater rate the further a plants need is from being fulfilled.

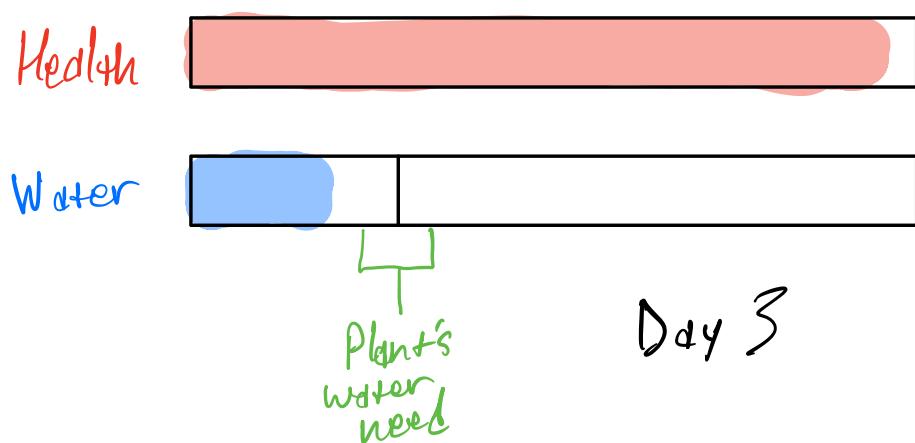
For Example:



The water need is currently fulfilled, therefore if the player advances a day, it will not effect the health bar.



If the player advances another day without watering this plant, it will take a small amount of health



End Examples

- Water can also drown a plant, but this will be discussed later.
- For now, the mortality rate of your plant increases as such relative to water.

Example:

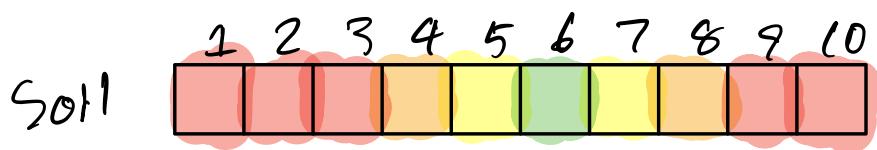


How Soil effects Water

- Depending on your grade of soil, this will effect how fast the water resource drains.

Example:

Sdy 6 is the plants' soil requirement



Slowest Water drain rate

} Intermediate Water drain

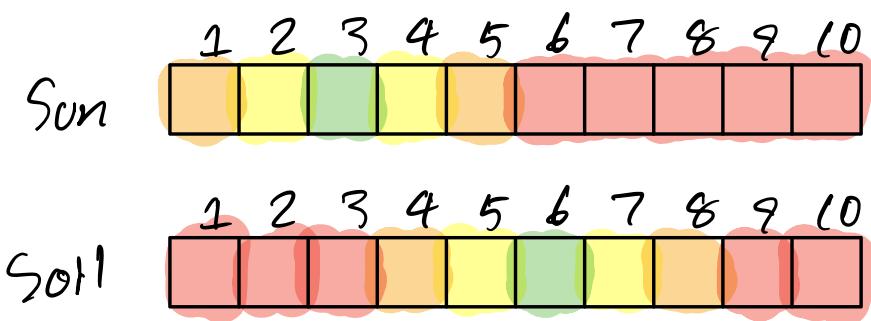
Max Water drain

How Sun Effects Soil

- When a plant isn't in optimal sun conditions, the soil will suffer. This means that the soil will drain water at a faster rate, even if the soil requirement is met.

Example:

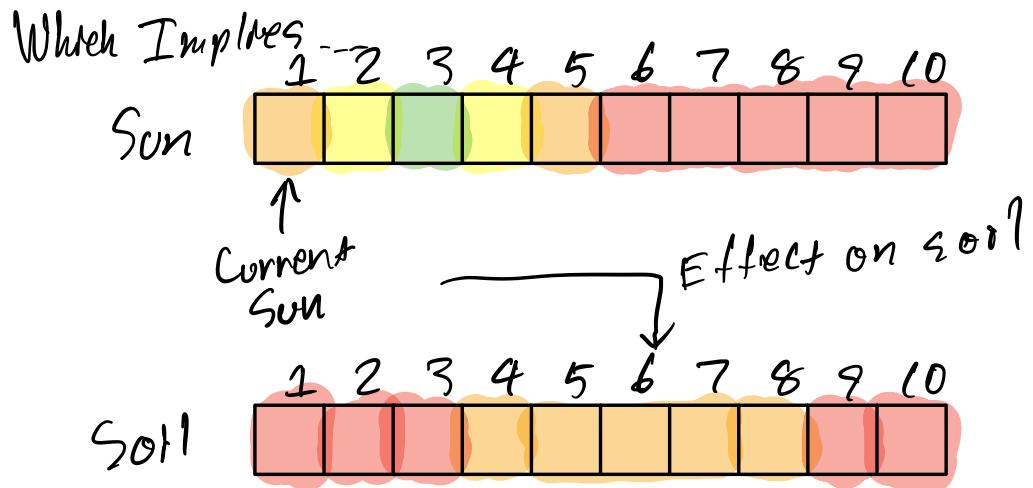
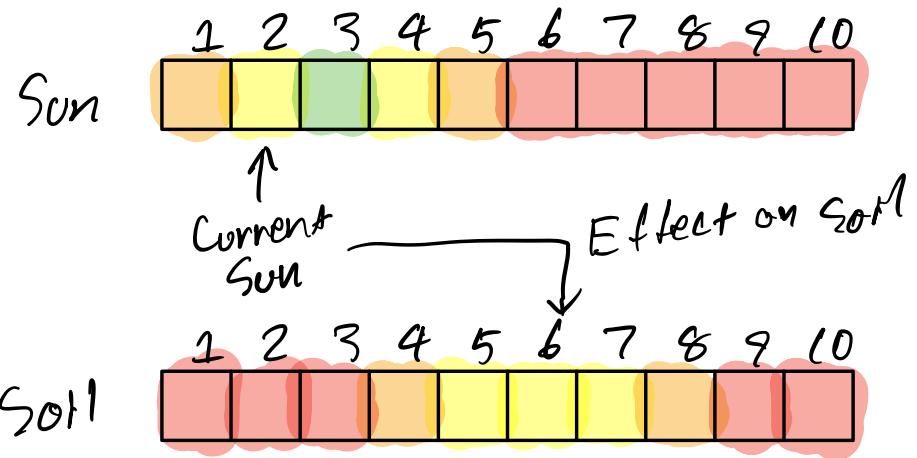
Say the sun requirement of a plant is 3



So, this plant...

Plant	
Sun	3
Soil	6

Meaning that if sun conditions are at 2 or 4, the grade of soil will behave like 5 or 7 when at 6 where the plant's need is fulfilled.

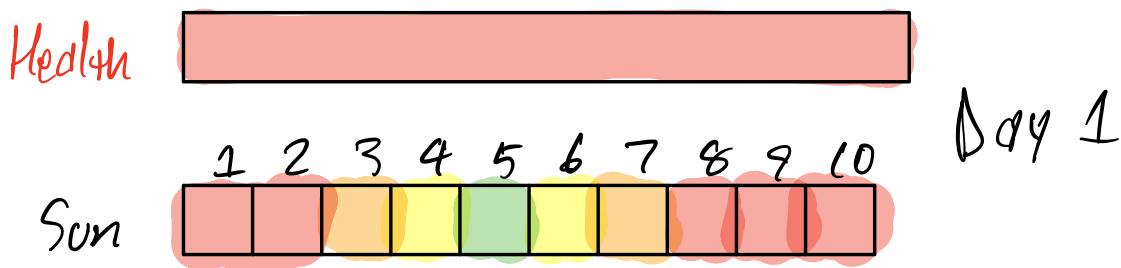


How Sun effects Health

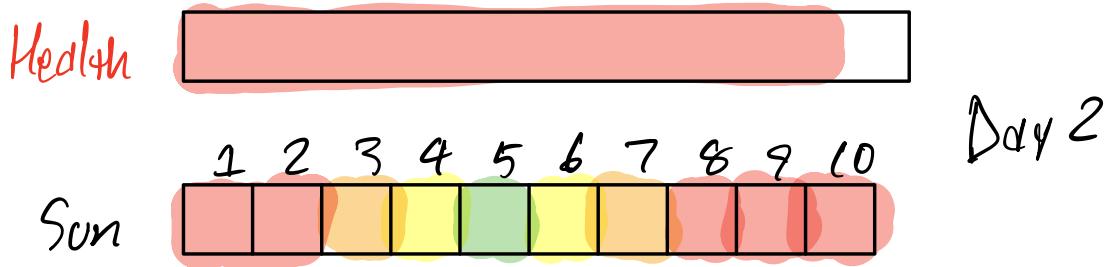
- If the sun exposure requirement is far from correct, this will drain health

Example :

Sun requirement is 5, this plant starts with a red value: 1, 2, 8, 9, 10



Without using any action points to change the sun conditions...



Plant health will decrease, just like when you haven't fulfilled the water requirement.

This makes it very obvious the sun requirement isn't met, especially if the water requirement isn't met.

So, at the start of a game, one plant's stats will look like this to the player:

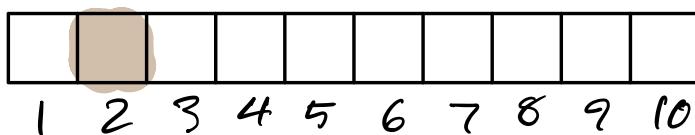
Health



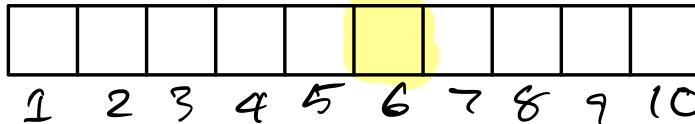
Water



Soil



Sun



Dif 1

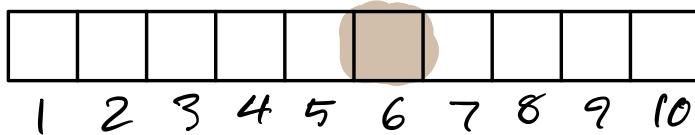
However, the water level, soil grade, and sun conditions are all random, they aren't the requirements the plant needs to bloom.

The plants water, soil, and sun requirements on the garden look like...

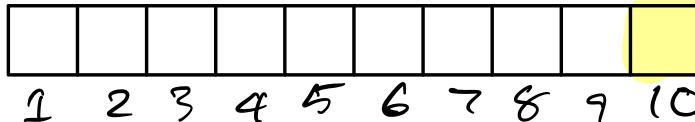
Water



Soil



Sun



There's a large discrepancy between each number of attribute and the requirements of the plant.

Which for this example implies:

- Soil will become drier as sun conditions are wrong
- Grade of soil is incorrect meaning water will drain fast
- Water is way above requirement, so it will drain health.

Let's assume the player advances a day without spending any action points.

Health

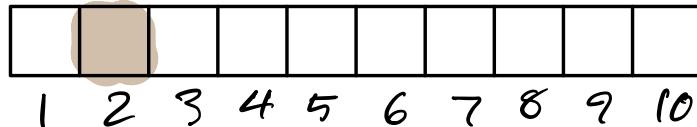


Water

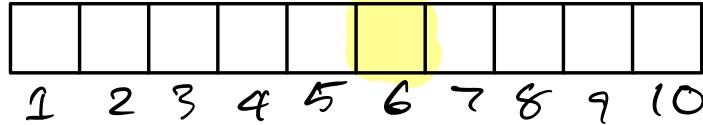


Day 2

Soil



Sun



- Health depletes
- Water depletes
- Both will continue to deplete if the player doesn't change conditions.

So, let's change the conditions..

1. Player uses action points to change the sun exposure to 10, which is the requirement for the plant.
2. Player advances a day, the water meter doesn't fall as fast because the plant has proper sun, but it still depletes rapidly as the requirement is not met.
3. Player spends action points to change the grade of soil to 4.
4. Player advances a day, water depletes at a slower rate

In terms of rules:

- Keeping the water requirement met can be expensive each turn if your soil and sun requirements aren't met
- Changing the soil can have little to no effect on how fast your water drains if the sun requirement isn't met
- Having a very incorrect sun exposure requirement will also take from the plants' health bar