

FINAL PROJECT

GROWING PLANTS

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Introduction:

This Project enables the users to grow the visual plants on their own by inputting signals according to the instructions. For those who fear the loss of improperly treating a plant, those who want to get some guidance before growing a real plant, those who want to grasp a quick experience of growing plants, or those who just want to entertain, this device will be a good try.

Hand Sketch

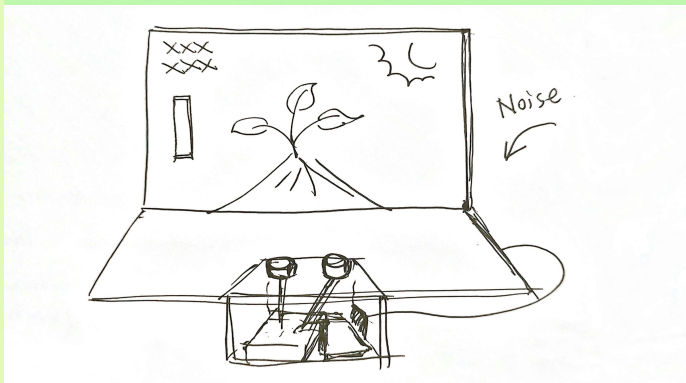
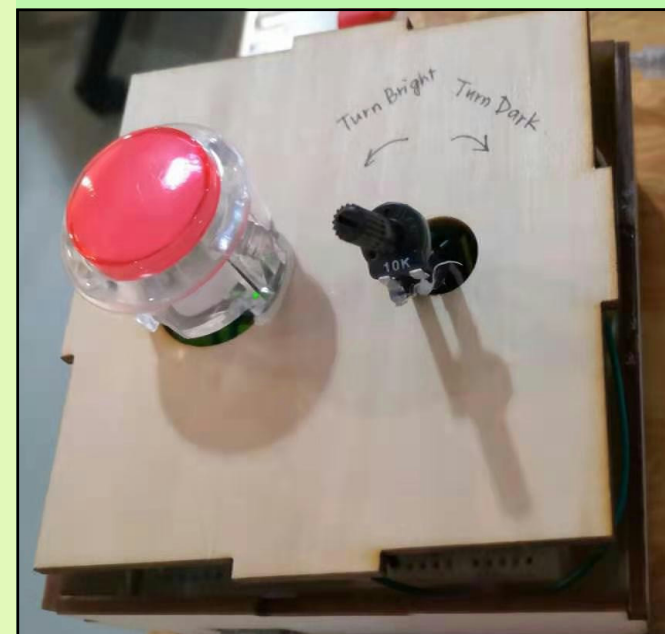


Image reference



Main Photo



Interaction and Actions

1. The user turns the knob to adjust the light level of the environment, and the brightness is shown at the left corner of the view. If the light level is too low, the user can see the sun going down which tells the user that the plant needs more light.



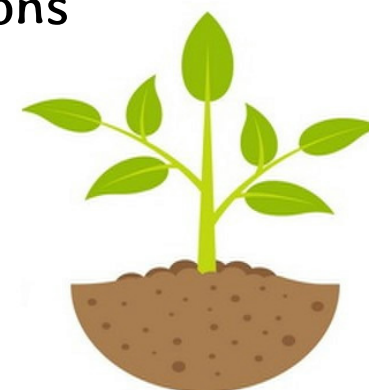
3. The user presses the push-button to water the plant. The falling level of water in the soil can be seen from the left column. If the user fails to water the plant before the water moisture content goes to zero, the growing process comes to an end.



2. Noise is detected by the microphone of the computer, and it is also shown in a numeric form in the left above corner. If the noise is too loud, the system will remind the user to keep quiet, and at the same time, the visual plant will start to discolor.



Functions



Circuit

The circuit only contains contains a few basic elements, including the potentiometer and the push button.

This device provides the users with an entertaining experience of growing a visual plant on their own. The user can water the plant, adjusting the light level, and limit noise level in the environment to get the reward for successfully growing a plant.

