Prototype 2 – Tree GaMe

# Initial Ideas

1. Control Roots to gather water and nutrients
2. Tree Dungeon crawler
3. Tree Management Simulator
4. Play as a tree spirit and protect the tree from bugs and insects

# Chosen Idea

## Control Roots

* Click to drag the roots to collect water and nutrients to help the tree grow.
* Avoid enemies (bugs and insects)
* Water sources are limited, need to continue finding more water
  + Water level decreases when absorbing
  + Tree’s water level drops continually
* Nutrients spawn at random intervals.
  + Nutrients make the tree grow
* Burrowing beetles chew at roots, destroying them.
  + Must avoid them
* More roots appear as the tree grows
  + Camera moves further back?

# Possible Challenges

* Water:
  + How will the water level drop while a root is sitting in it (OnTriggerStay?)
  + Will roots have a tip that must be in the water?
    - Stops water from spawning under roots and being activated.
  + Small/Large puddles?
* Tree growth:
  + How will the tree grow?
    - Sprites that fade in/out?
    - Small tree that just has its scale increased?