

# PLANT PLAN

# 美术及交互 设计概念

思维导图

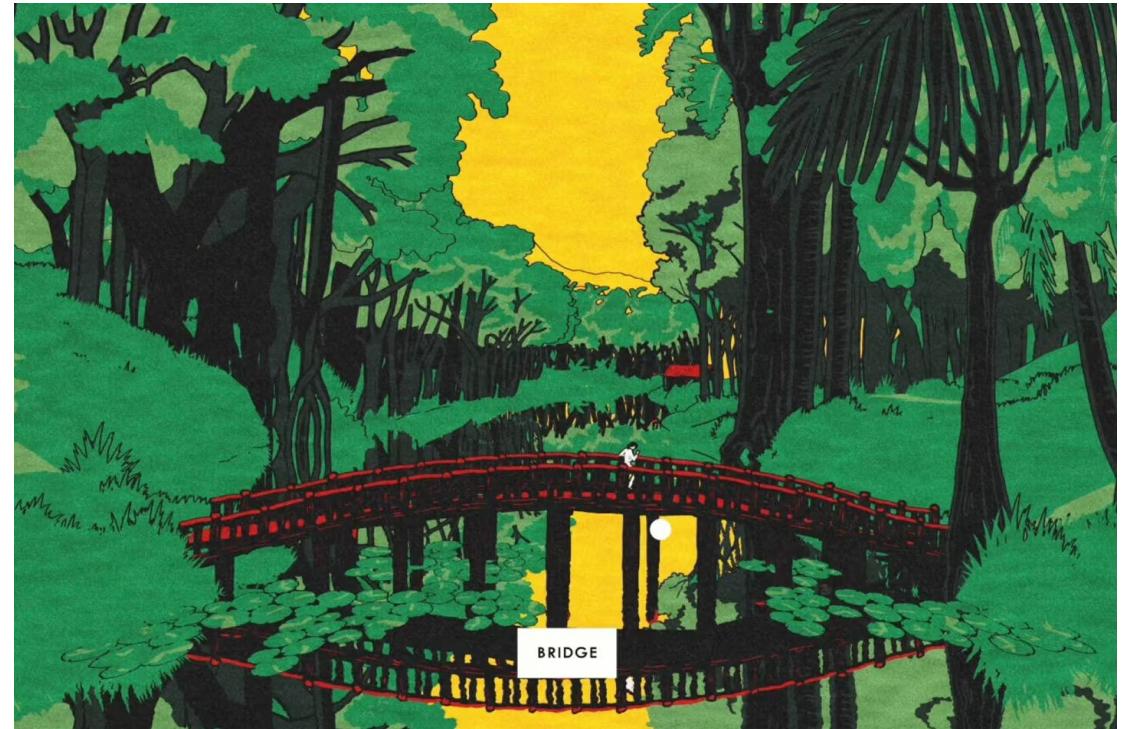
## 游戏画风

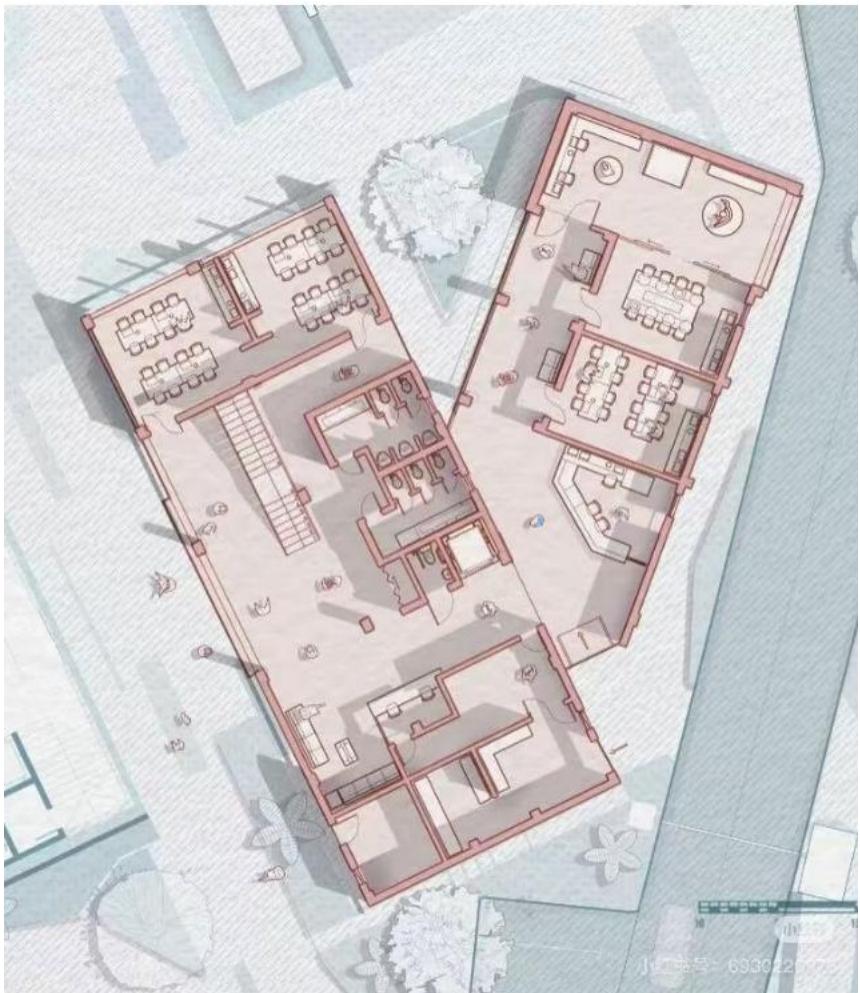
线稿 + 任意组合风格

# 简约型

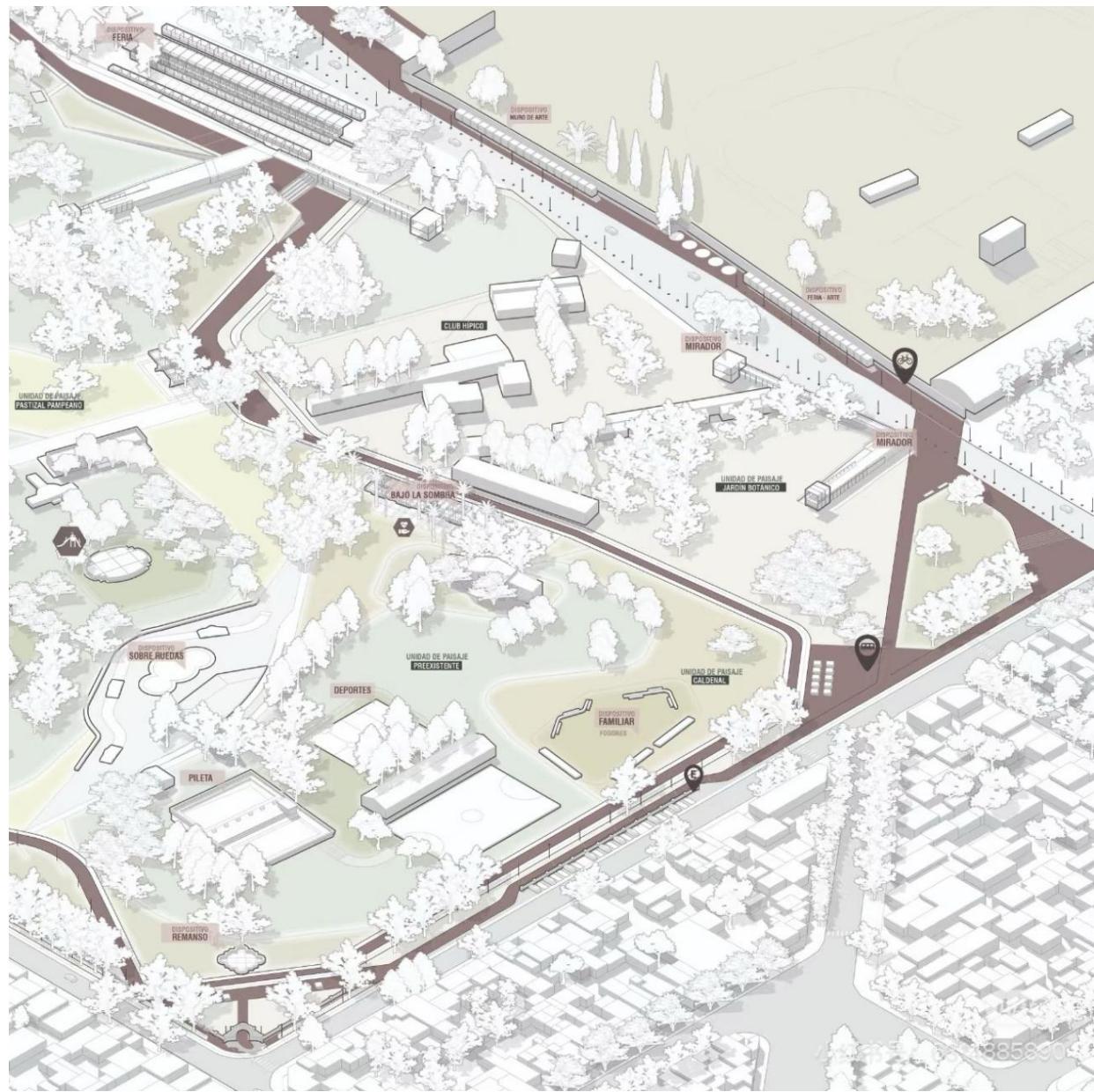


# 诡异型

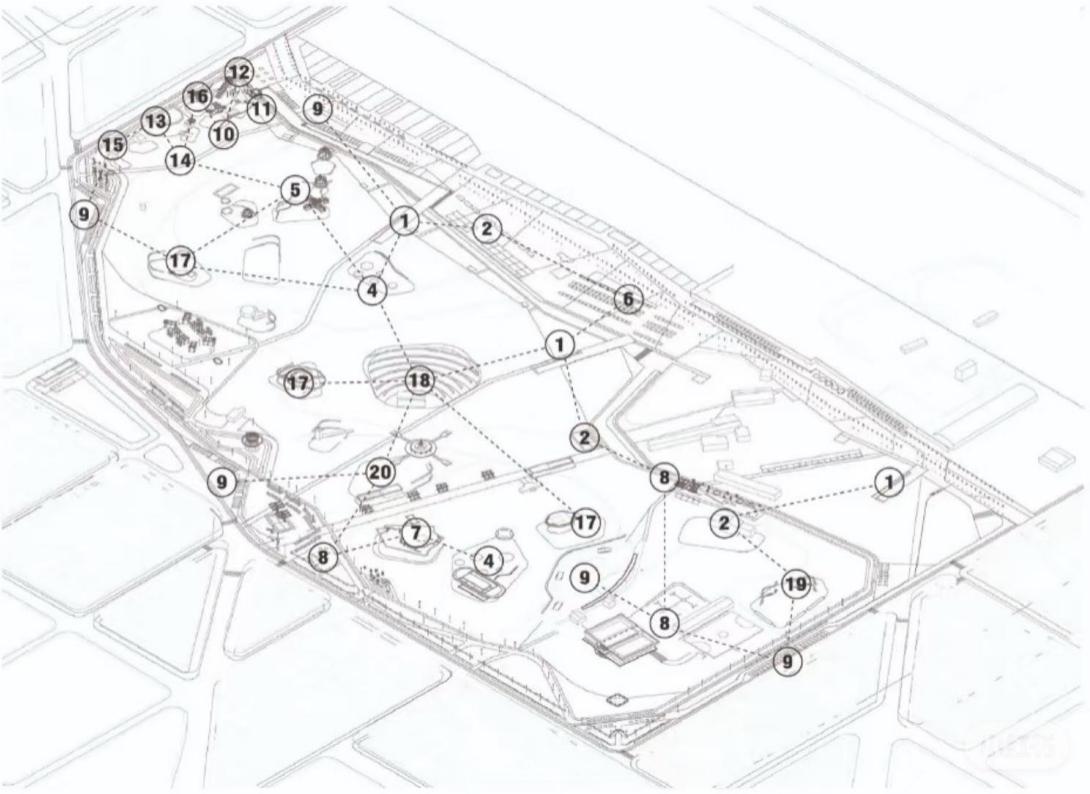






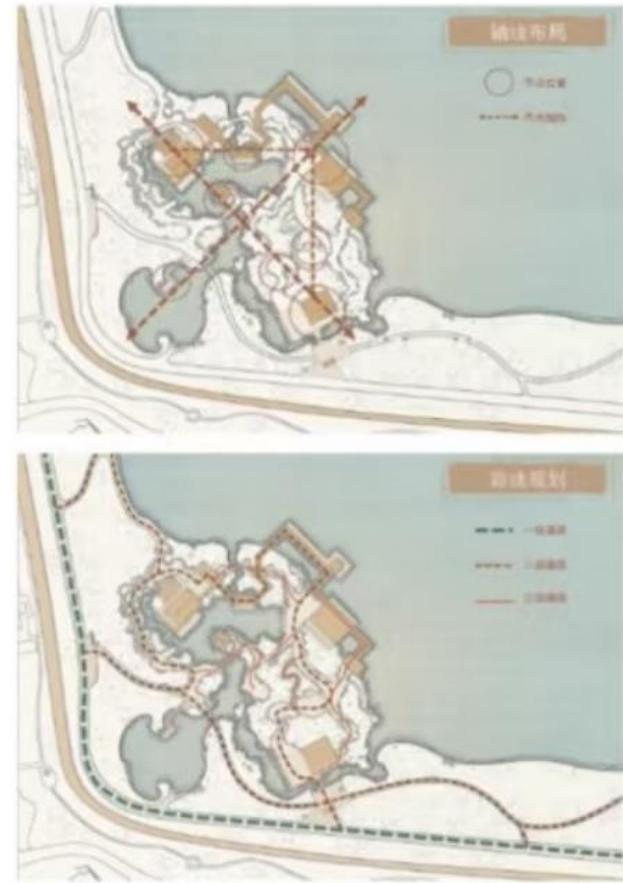


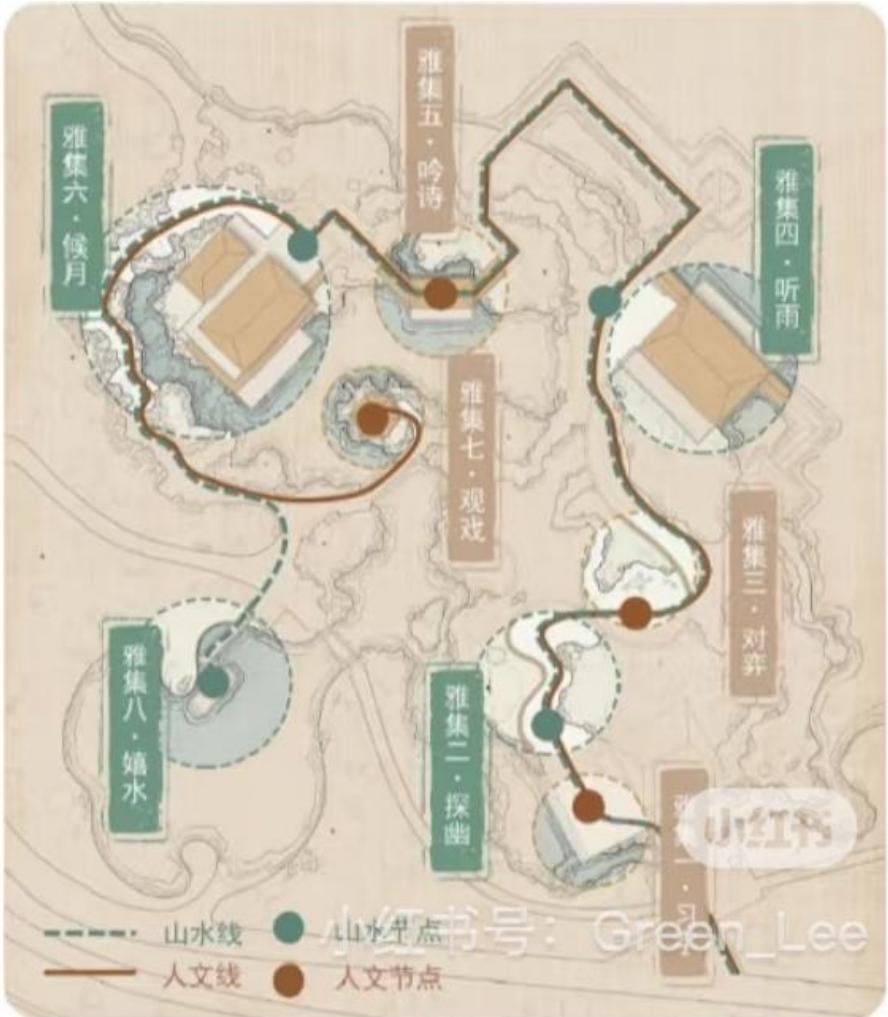
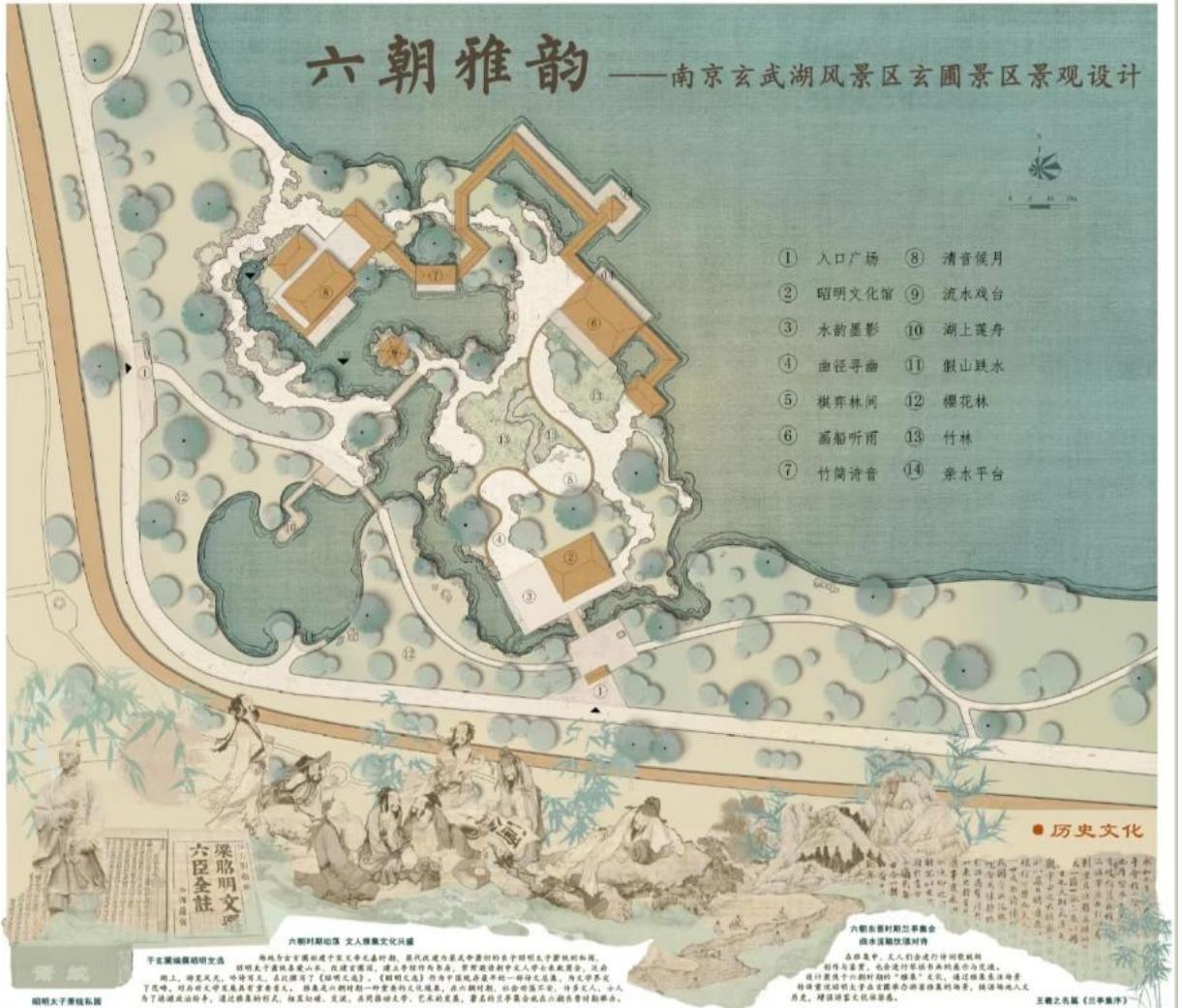
- MIRADOR** ①
- BAJO LA SOMBRA** ②
- NATURALEZA** ③
- Sobre la tierra** ④
- DE INMERSION** ⑤
- DE COMPRA VENTA** ⑥
- DE REMANSO** ⑦
- EN MOVIMIENTO** ⑧
- Sobre ruedas** ⑨
- DE RECICLAJE** ⑩
- DE CULTIVO** ⑪
- DE PRODUCCION** ⑫
- DE CONSTRUCCION** ⑬
- DE ARTE** ⑭
- DE CULTURA** ⑮
- DE CONCIENTIZACION** ⑯
- JUEGO** ⑰
- ASAMBLEA** ⑱
- ENCUENTRO FAMILIAR** ⑲
- SUM** ⑳



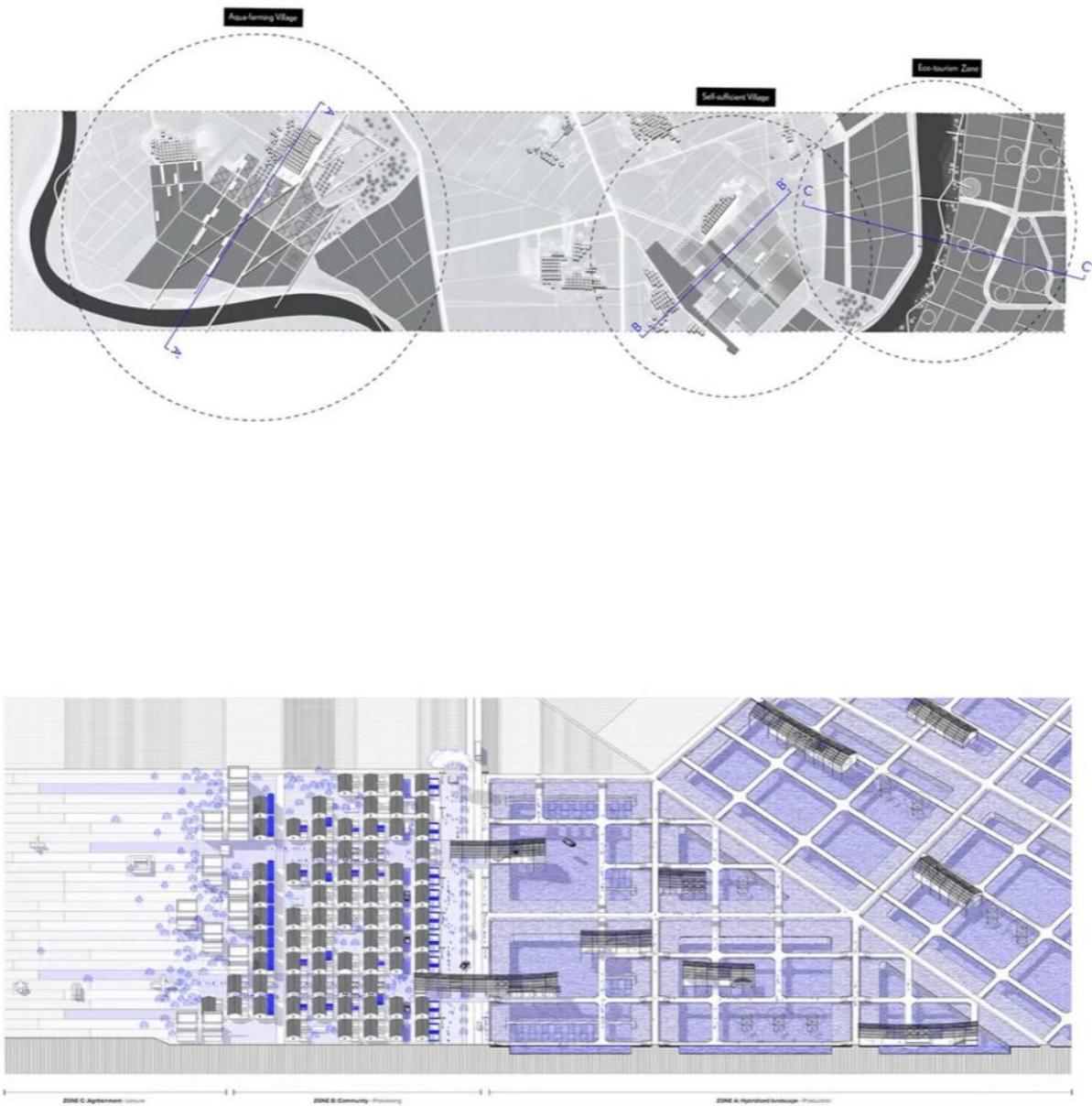
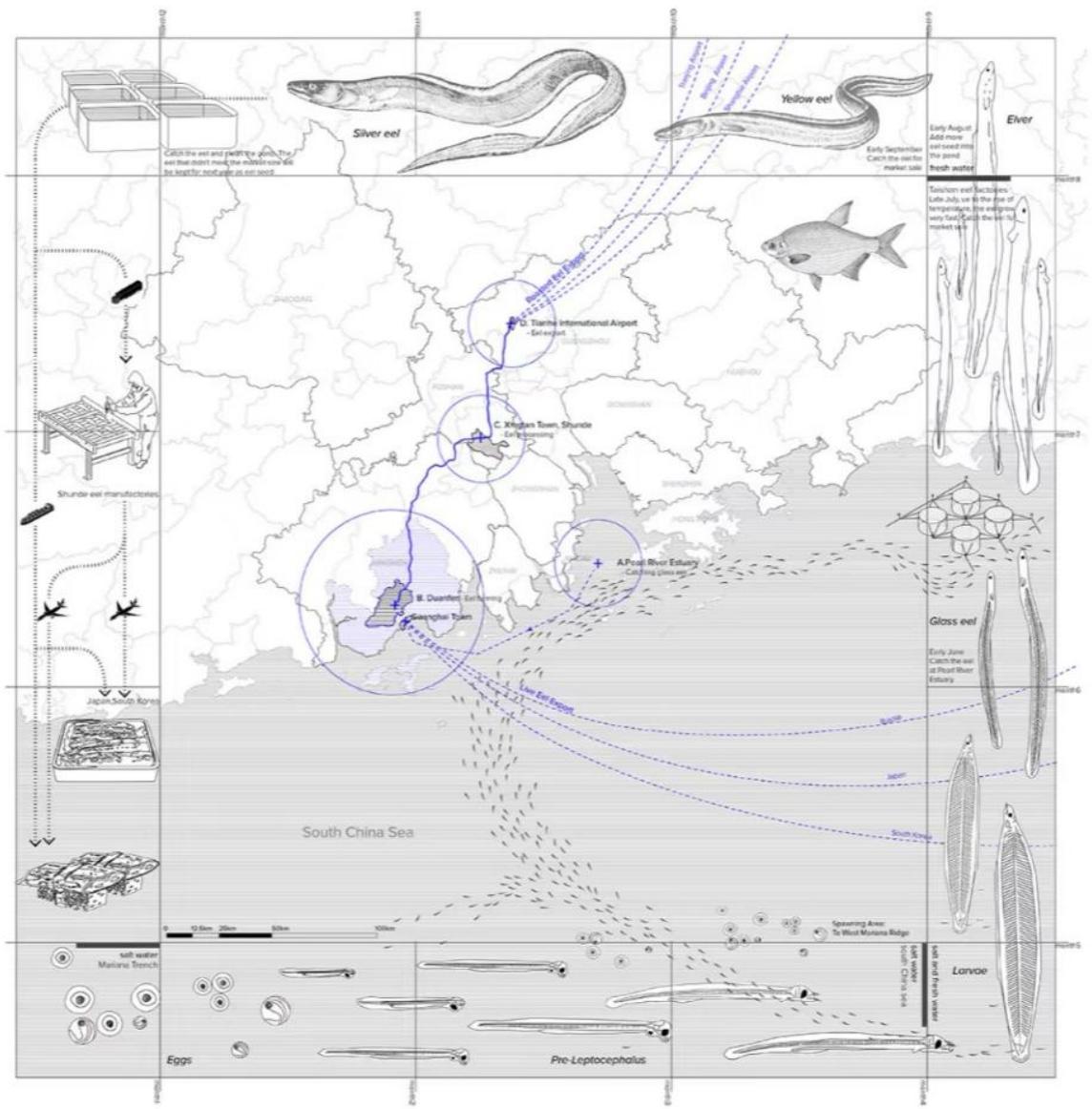


小红书号：1590700584











## GREEN FRAGMENTS

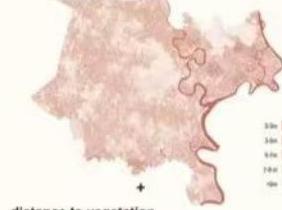
The green fragments that are about to be swallowed up by urban sprawl, which tacitly form three flood rings, have the potential to dissipate the risk of flooding.  
How to preserve them and make them ecologically sustainable is an important opportunity for Ho Chi Minh City to cope with the floods.

### Connection Suitability Analysis

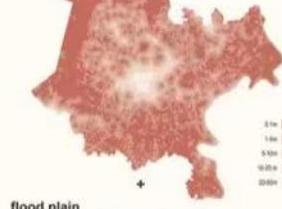
distance to river \*0.4



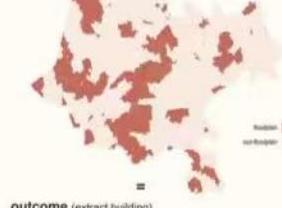
elevation \*0.3



distance to vegetation \*0.2



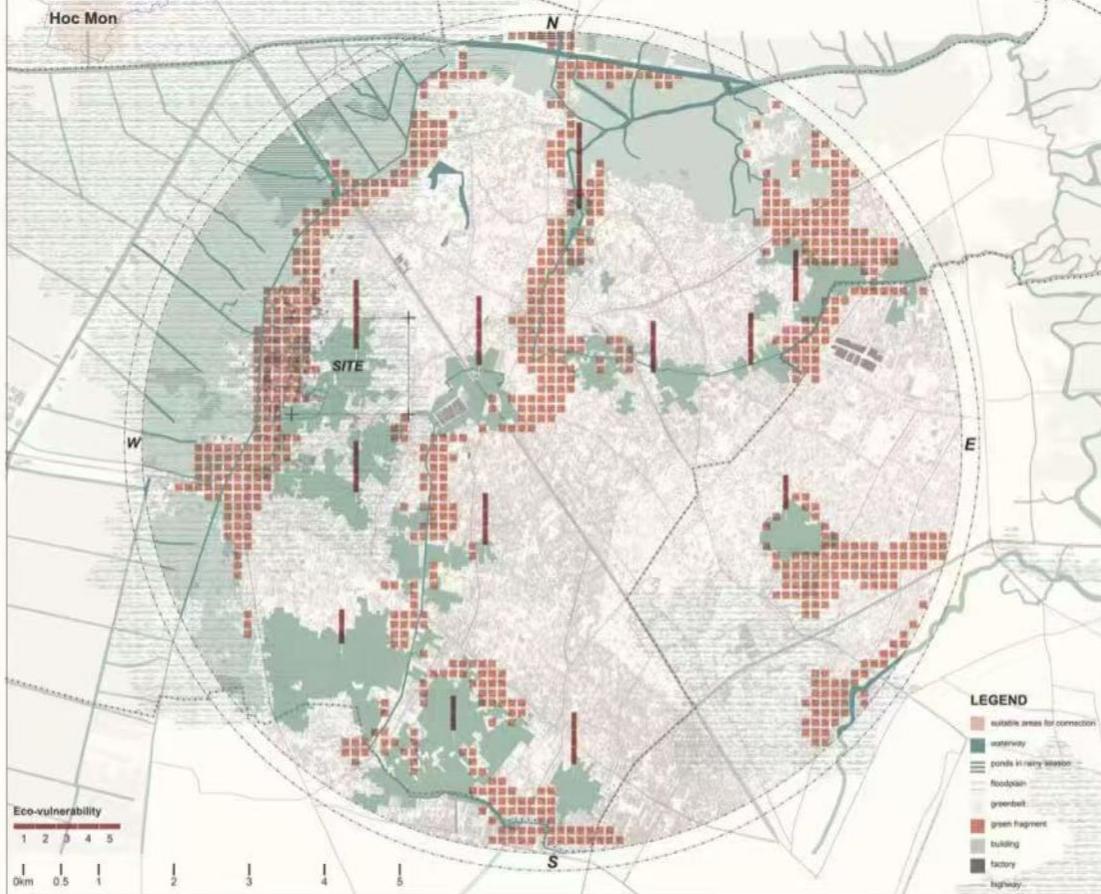
flood plain \*0.1



outcome (extract building)

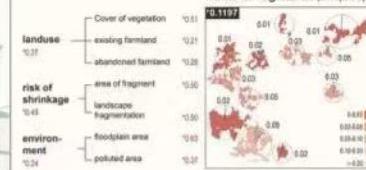


In order to find the area that has the potential to be transformed into green space, four influencing factors are selected for suitability analysis, aiming at constructing, organizing and connecting the green space network.

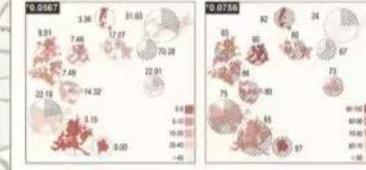


### Eco-vulnerability Analysis of Fragments

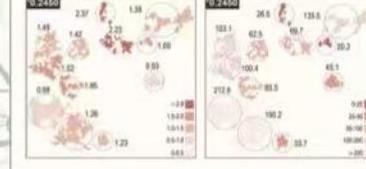
Cover of vegetation (except crops)



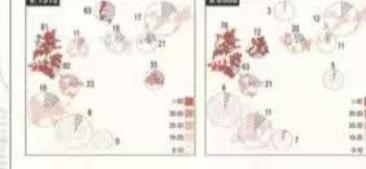
existing farmland(%)



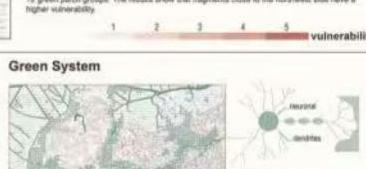
abandoned farmland(%)



landscape fragmentation(C/S)



area of fragments(ha)



floodplain area(%)

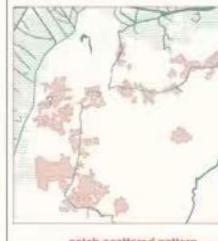


Area polluted by industry(%)

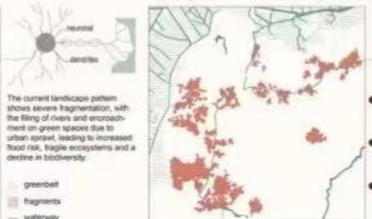
vulnerability

In order to assess the vulnerability rating of the green fragments, three categories of impact factors were selected and AHP hierarchical analysis was applied to score the vulnerability of the 12 green patch groups. The results show that fragments close to the northeast side have a higher vulnerability.

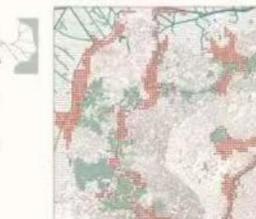
### Green Space



### ● Fragments Regeneration recover the neuronal

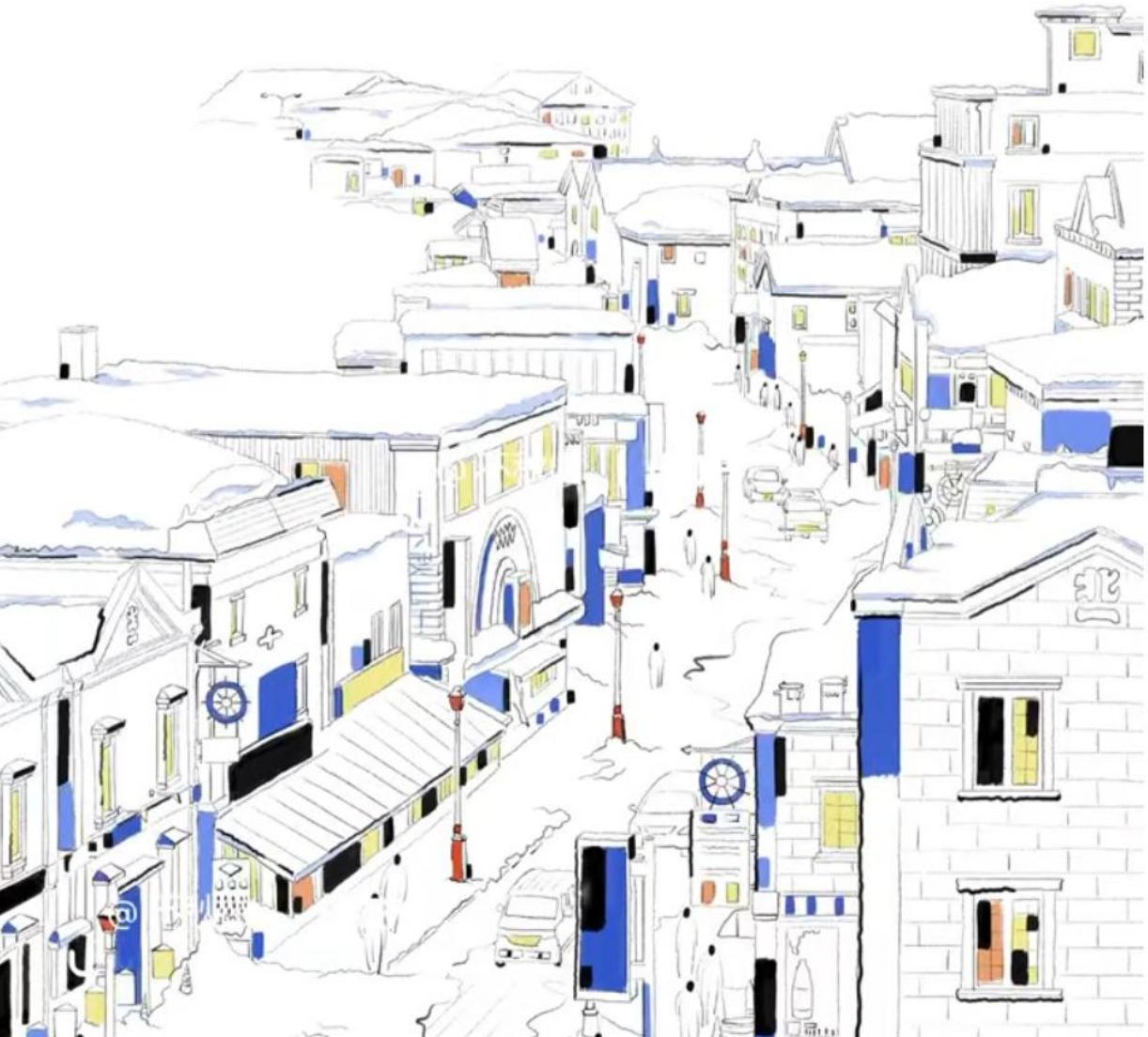
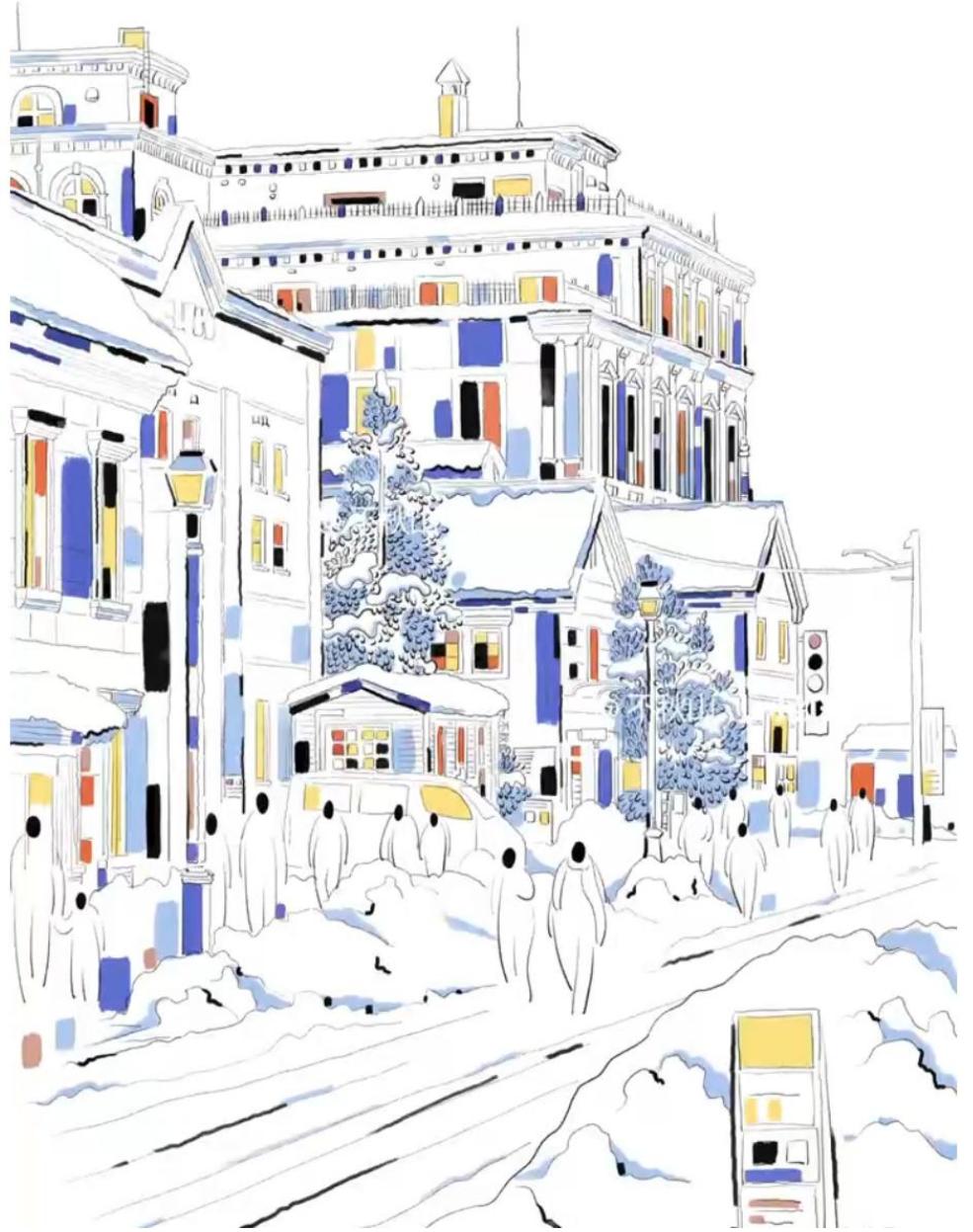


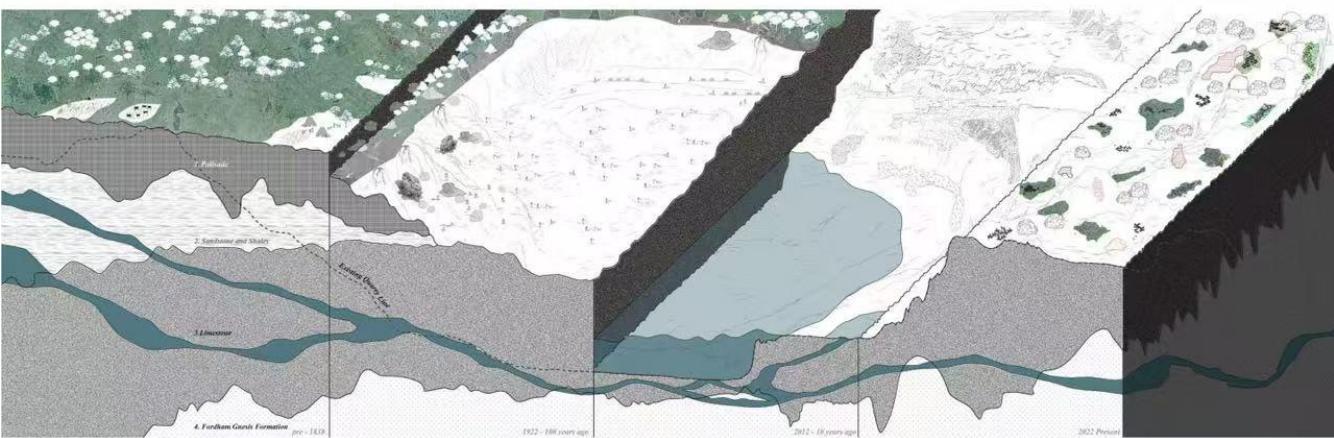
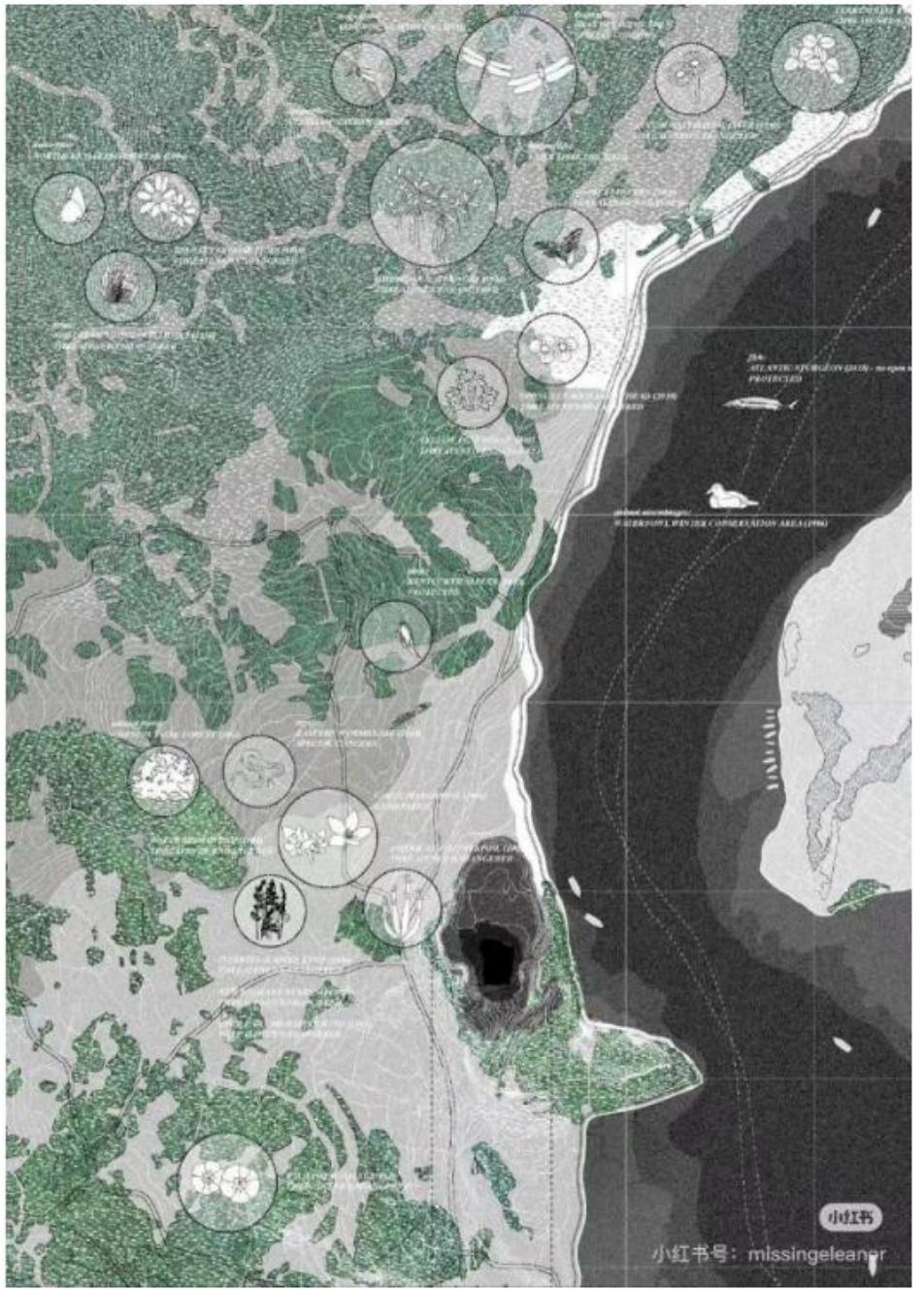
### ● Fragments Stitching Establish the axon



### Green System



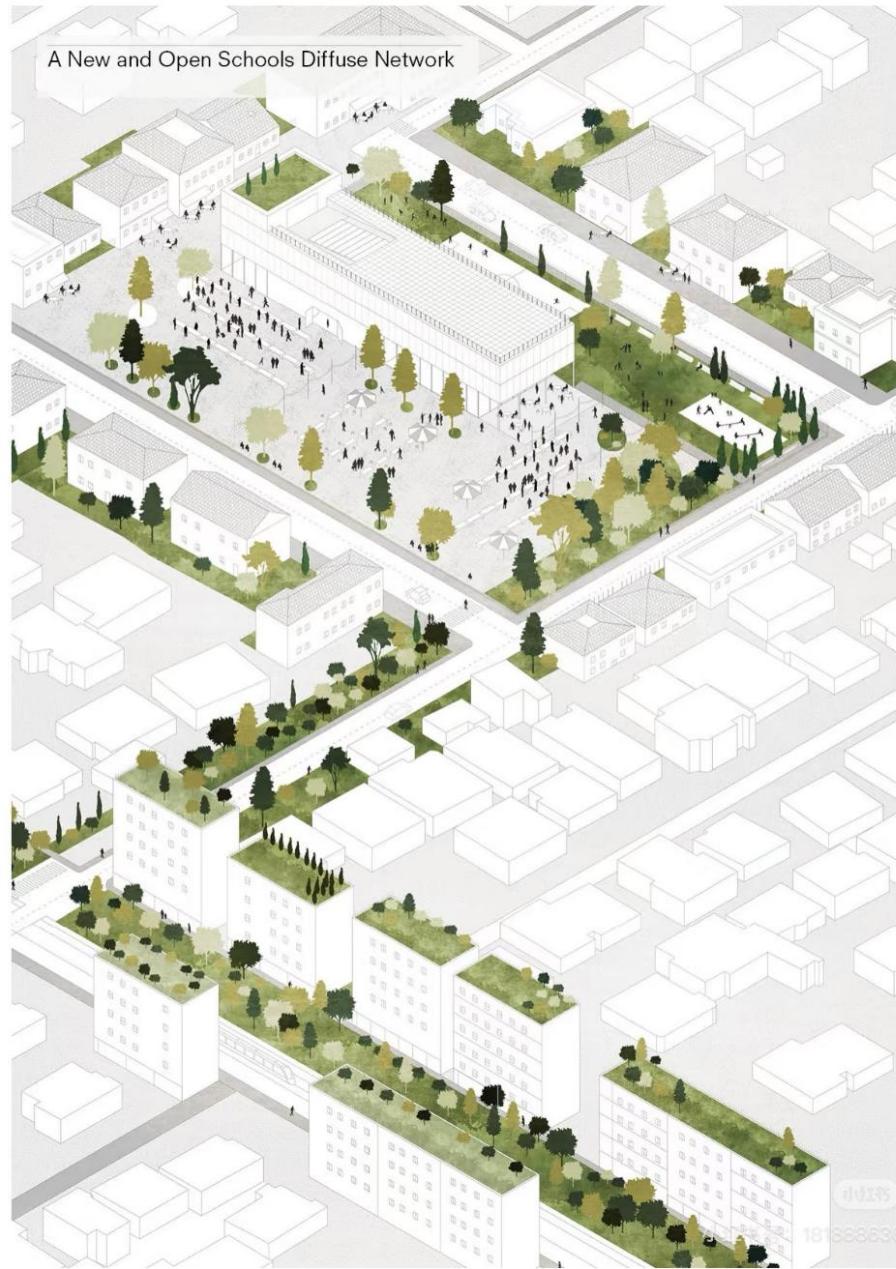
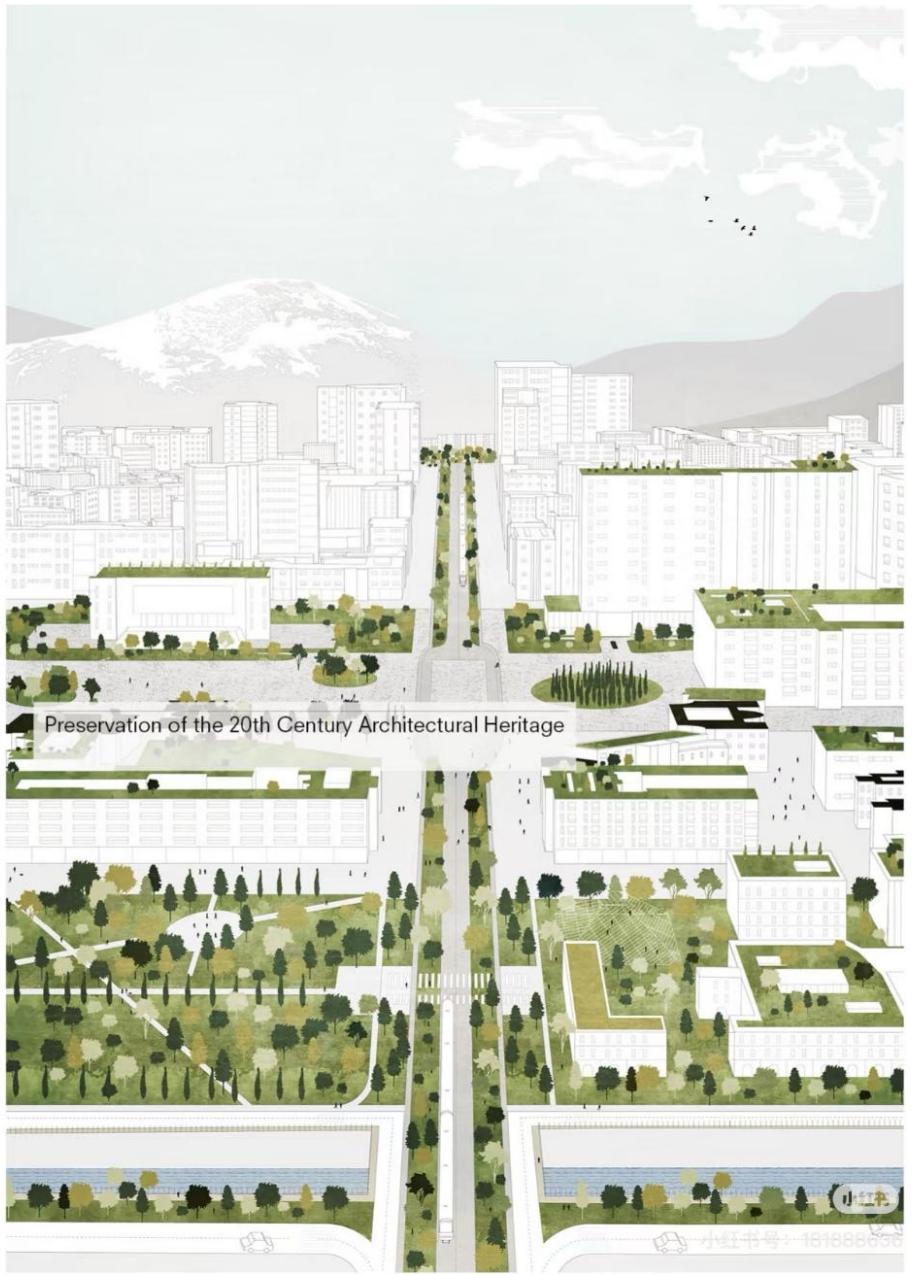


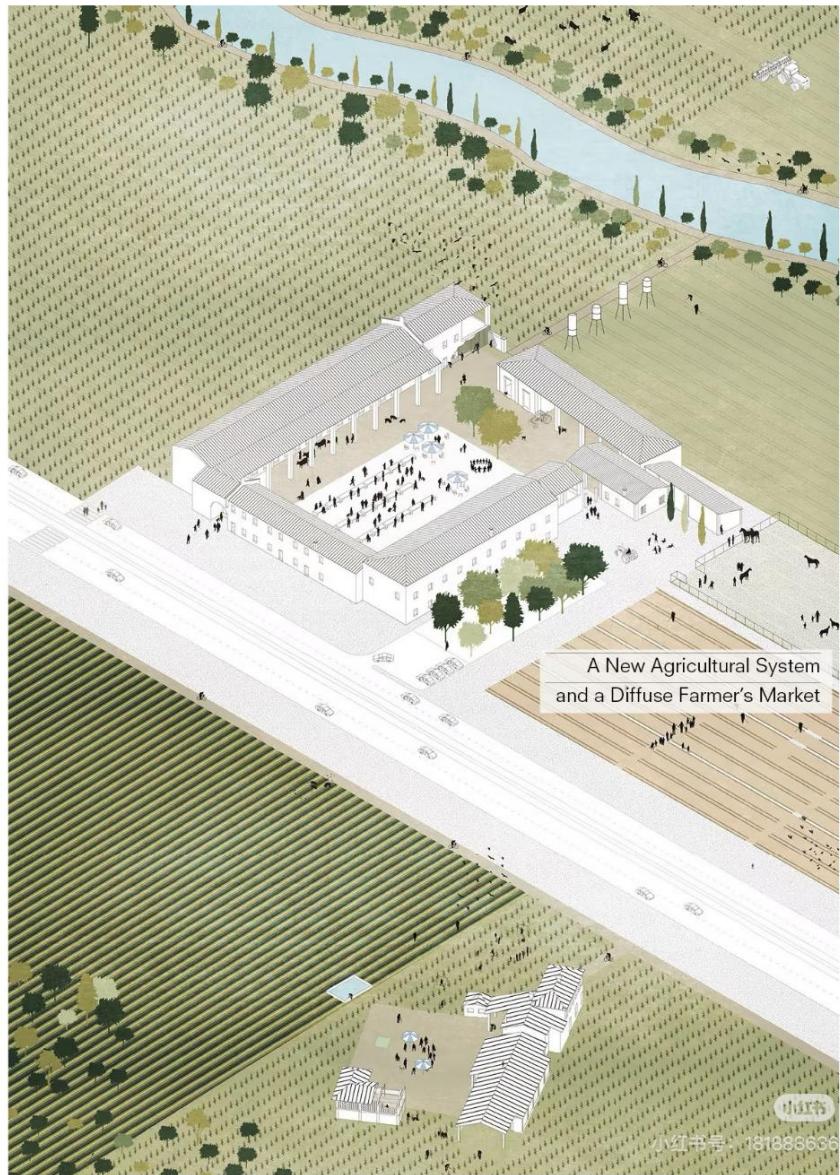


## 工业城市系列

屋顶花园

雨水花园





小红书  
小红书号：181888666









**DEMO**





Group 12  
XXXXX

# PLANT PLAN

 游客登录

 Sign in with Apple

 Facebook登录



## BACKGROUND

在世纪末的大地震连锁反应中，全球地壳变动导致海平面上升，文明中心被吞没。残存的人类被迫逃往高原与废墟，依靠老旧科技和变异植物苟延残喘。然而，环境的剧毒化使得土地无法耕种，必须依靠特殊的生态改造技术修复.....

2077年，全球气候灾难导致大气失衡，人类被迫生活在巨大穹顶都市“永恒霓虹”中。这里的空气是人工制造的，食物来源于基因改造作物，而城市以外的“黑雾区”寸草不生，充满致命的酸雨与工业废气.....

一场实验室泄漏事故导致全球生态崩溃，绝大部分动植物灭绝，仅存的生物都遭受基因突变，变成半机械化的生物兵器。世界被称为“余烬地狱”，而唯一能逆转这一切的方法，隐藏在被污染的“灰色森林”深处——一棵仍在生长的生命之树.....



你是幸存者之一，一名“植物守望者”，  
身体内寄宿着某种神秘的植物病毒，使  
你能听见植物的低语。你被森林召唤，  
必须穿越机械化怪物统治的荒野，寻找  
最后的自然核心。

Axonometry detail  
from our project proposal

EXIT

NEXT



在这个过程中，你将面对自己的变异、  
敌人的追杀，以及最艰难的选择——究  
竟是让人类存续，还是让大地自行重生？

Axonometry detail  
from our project proposal

选择地图



新手区



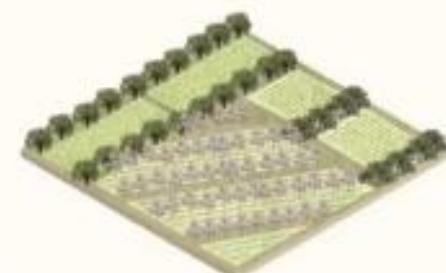
BOSQUE DE RIBERA ASOCIADO AL RÍO MANZANARES



BOSQUE DE ENCINA CON MATORRAL ASOCIADO



BOSQUES DE RIBERA DE ARROYOS ESTACIONALES



SISTEMAS AGROFORESTALES



BOSQUE INUNDABLE



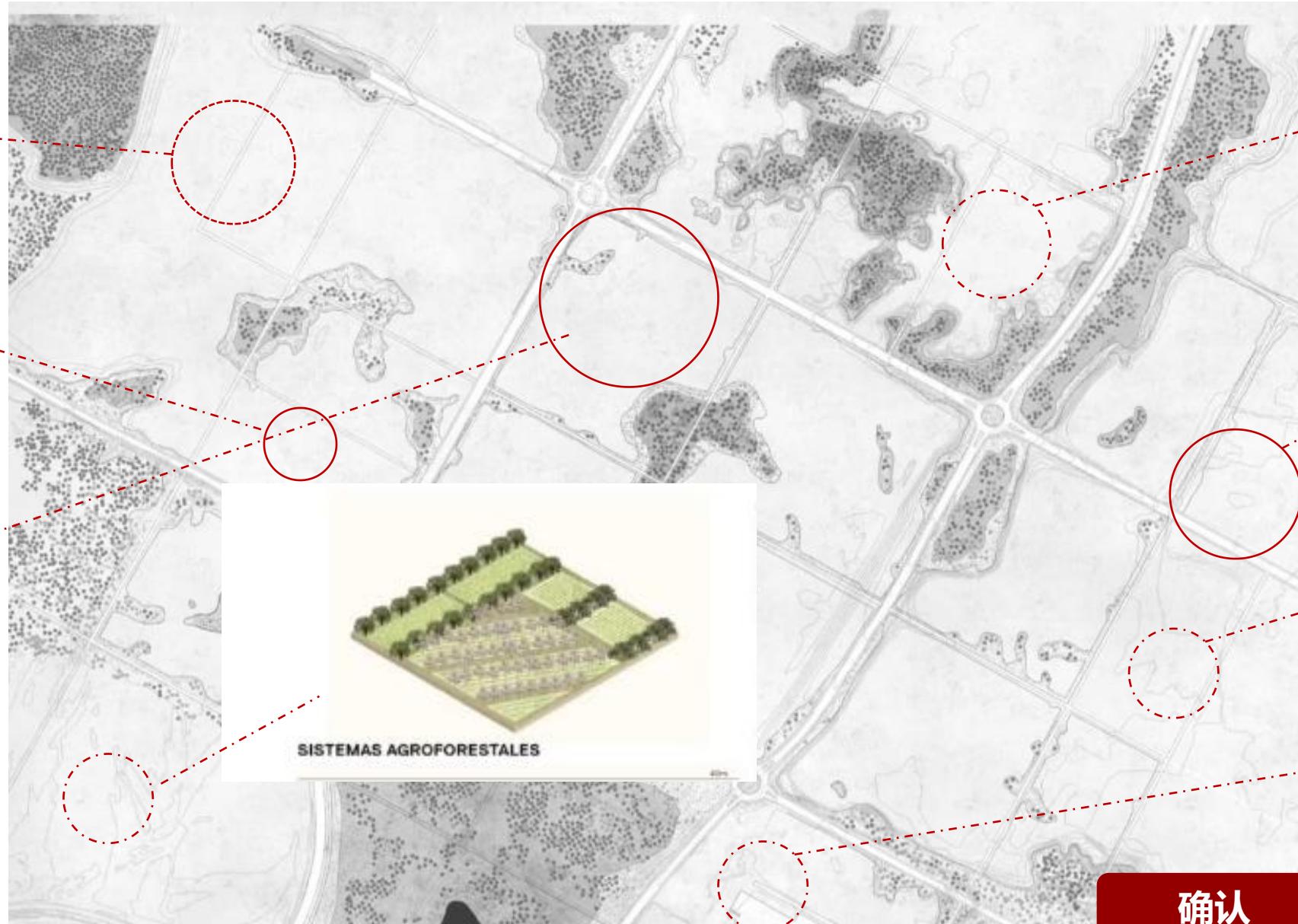
PARQUE FORESTAL



BOSQUE FILTRO DE RIBERA



ARBORETUM CLIMA



确认

1

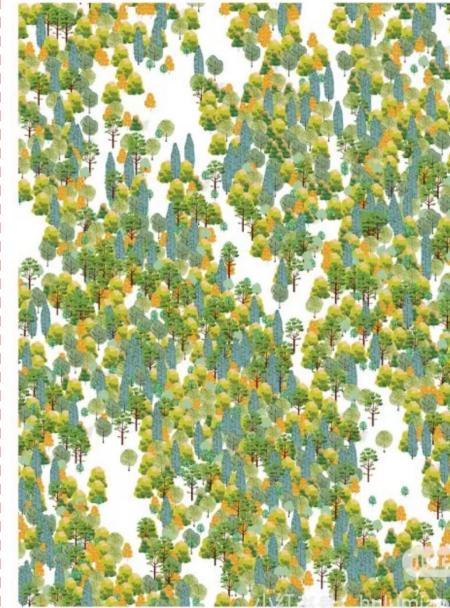


BOSQUE DE RIBERA ASOCIADO AL RÍO MANZANARES



每个板块修复的目标与图鉴信息

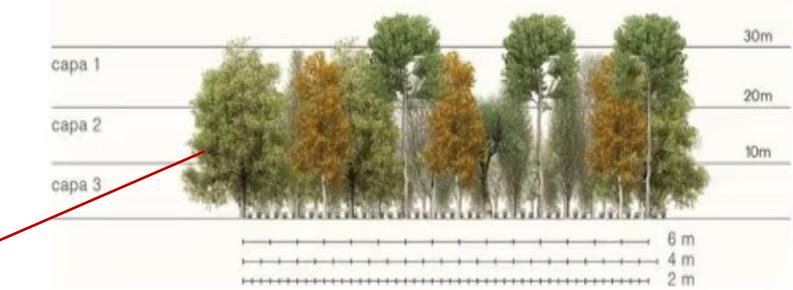
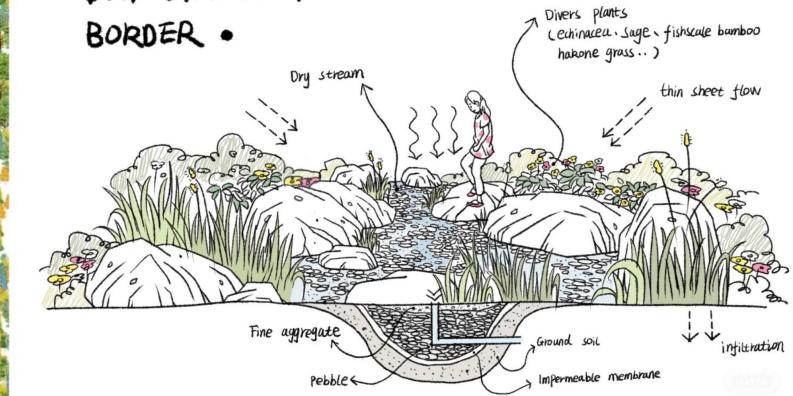
2



Vector Plants  
Top View and Elevations

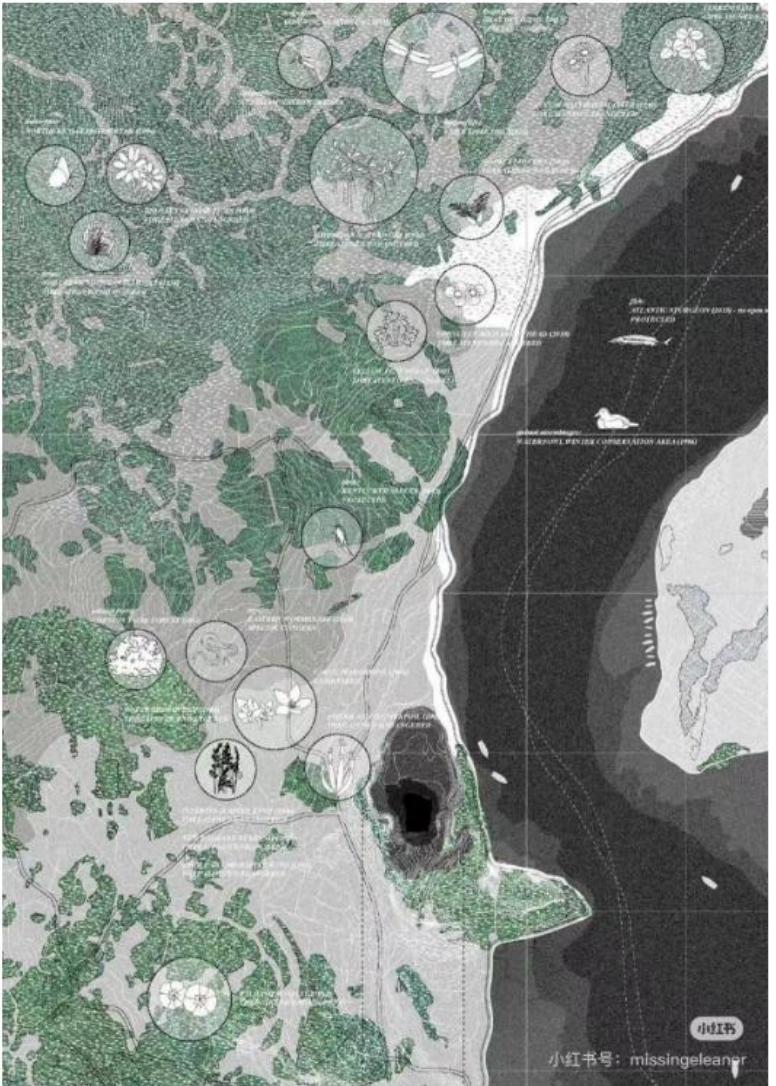


## DRY STREAM FLOWER BORDER •



back

# 地皮升级



建造

植物图鉴

地图

XX

XXX

XXX

设置



休闲步道  
LEISURE TRAIL



景观步道  
LANDSCAPE TRAIL



自然生态  
NATURAL ECOLOGY



林中休憩  
REST IN THE FOREST



户外装置  
OUTDOOR DEVICE



景观装置  
LANDSCAPE DEVICE



天然氧吧  
OXYGEN BAR



森林沙化  
FOREST DESERTIFICATION



户外野炊  
OUTDOOR PICNIC



望远塔  
WANGYUANTA



退耕还林  
REFOREST THE CULTIVATED LAND



梭梭树  
SACSAUL

confire

back





战棋模式



★ 0

0 0



15%

0



我是鼠标



★ 0

0 0



15%

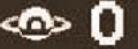
0



地图介绍



Reputation  
Neutral



POWER  
GRID



RESIST  
CHANCE 15%



0



这是一段故事背景介绍的话：

XX

NPC头像/  
灾害拟人

咱们这里是关卡信息吧？

来一行小字

分割线来一个

操作介绍吗？



武器介绍吗？



分割线

加油干吧兄嘚

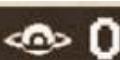


BLACK SEA

MEDiterranean



Reputation  
Neutral



0

POWER  
GRID



RESIST  
CHANCE 15%



0

## 战斗机甲

balabala

武器设定

XXXXX



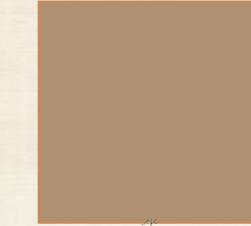
XXX

XXX

生命值

移动力

仓库



第1页，共1页

使用虚拟模拟器来测试机  
甲武器组合

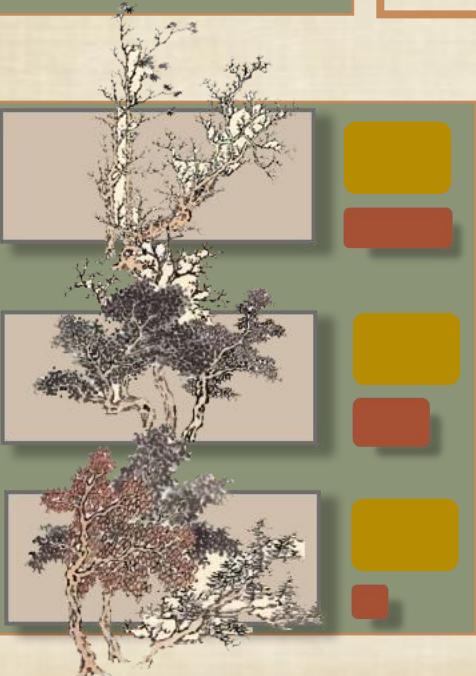
测试机甲

我方属性栏：生命值，技能值balabala

重置回合

结束回合

撤销移动



攻击顺序

显示敌方回合行动的发生顺序。热键:[Left Alt]

攻击  
顺序

火焰伤害

1-3 敌方行动

4 NPC行动

5 地方出现↑

新手操作介绍

我方属性栏：生命值，技能值balabala

关卡/敌对信息

在4个回合后胜利

保卫推土机  
结束时机甲受到的伤害少于4点(当前伤害:0)  
保护时间舱

奖励目标

主战斗视图

武器属性栏

地图属性

# TIMELINE LOST

图1

复盘或是  
什么之类  
的

bababbakfdskkhisdhylhfsadilhvsk

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Time Played: 1H 57, 29  
Island Secured 1

# 游戏概念

设定背景

废土世界  
赛博朋克  
实际现实  
平行时空

核心玩法

战棋  
经营  
植物图鉴  
地图

思维导图