Plant Idea

* Tap game
* Plant grows when you tap
* Abilities
  + Make it rain
  + Stronger sun
* Killing creatures / enemies around the plant earns the player points
  + Points can be used for:
    - Making things happen faster than they should
    - Upgrading Multiple things (listed below)
* Tap adventure
* Farmville
* (Collects seeds and spends seeds on things needed)

Tap Adventure – Contains the habits we intend to bring with when playing the plant game.

* Choice between upgrading heavily into yourself (the strength of your taps)
* Or upgrading your warriors (aid of some idle form) to do your work whilst your gone

For the Plant game it would be things such as the Suns strength / water supplies (e.g. making it rain or pouring water yourself)

Farmville – This provides the same emotional connection we wish to get from playing the Plant game as players will repeatedly check their farms. Ensuring they are well kept and nothing bad has happened to them.

However, it still is only an optional connection:

* Don’t check it regularly, have a less organized and untidy farm. Nonetheless you can still go back and grow crops and use it whenever.
* Check it regularly and have a bigger and more variety of things to grow.
* Time investment is key

Players will start off with a seed. They will need to spend time tapping the screen (or clicking on PC) to build up currency and points to spend on upgrading the environment around your plant, so it can grow to the players preference. This will allow players to have different plants from each other if they choose to take different strategies.

E.g.

Player 1’s strategy is upgrading the sun power mainly so his plant grows faster whilst he / she is away.

However, player 2’s strategy was to upgrade his watering amounts, (the players clicking or tapping) which makes his time spent in game a lot more meaningful for his plant, but this also means when he / she is gone out of game, they will not receive as much for their plant.

Upgradable Things (Possibilities):

* Suns strength (so it has a bigger impact on your plant)
* Watering amounts – On Click (the amount each click does to your plant / environment)
* Leaf span (size of the leaves on your plant – bigger ones help to grow quicker)
* Leaf shapes (more adaptations to help grow quicker in its environment)
* The amount of time it rains for whilst you are not “in-game”

Purchasable Items (Possibilities):

* Wind protectors (if the wind is too strong some days you may lose a couple leaves!)
* Leaf blower (over time leaves and other things may end up sitting around the surface near your plant, use this to help keep it clean)
* Birds nest on nearby tree (encourages birds to fly around nearby your plant, may also eat worms or other insects nearby your plant – which can be turned into usable currency – must pay small amount to refill the food in birdhouse)
* Plant Supports – once your plant grows to a certain height it will need something to hold it upright. (Wide range of options from – Swords to Bamboo stick, plants are known to grow around the thing closest to them)

Keezy Young. (2015). *ZYNGA IS ADDING PLAYABLE ADS TO ITS GAMES.* Available: https://steamcommunity.com/tradeoffer/new/?partner=446066437&token=3glDTslE. Last accessed 3rd Oct 2017.

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