-NURTURING ELEMENTS/ACTIVITIES ASSOCIATED WITH TENDING TO A GARDEN OR SPACE-

* Weeding; removing unwanted plants/components from an area
* Digging; remove soil or debris from an area
* Watering; encourages plant growth
* Raking; gathering fallen leaves, cut grass etc. to clear an area of ground
* Composting; recycling organic materials that would otherwise be thrown away e.g. rotting fruit, weeds, grass clippings
  + 25-50% should be soft green materials (grass, fruit and veg, leafy plants) and the remainder should be woody brown materials (prunings, dead leaves, wood chippings)
  + Compost can take between six months and two years to become ready for use
  + Can be done all year round, peak time for making compost is late summer to early winter
* Pest control
  + Can be biological; introducing natural enemies to the pests/insects that are harming your plants. This method of controlling pests doesn’t cause damage to plants or leave residues, and typically the predators are specific to certain pests thus won’t cause harm to other animals
  + Insect-proof mesh
  + Encouraging beneficial insects by growing plants which attract them
* Harvesting; gathering mature crops from plants
* Pruning; trimming/removing branches or stems of the plant that are dead or overgrown, usually to encourage growth
* Soil preparation
  + Turning; best carried out from October through December, turning the soil with a spade or fork is useful for removing debris/weeds and ensuring that your soil has appropriate drainage
  + Dibbing; makes use of a tool called a seed dibber to create holes in the ground ready for seed or seedling to be planted in, easier to carry out dibbing when soil is wet
  + Adding compost/fertiliser; compost improves soil condition + structure which will ultimately allow your plants to absorb more nutrients. Fertiliser provides the soil with additional nutrients and thus the two should be used in conjunction with one another.
* Sowing
* Preparing seedlings/saplings
* Deadheading; removing the flowers from plants when they are fading or dead in order to encourage fresh blooms

**Types of objects people may choose to grow in their garden/space**

* Trees; willow, maple, oak etc.
* Fruit trees; apple, orange, banana
* Allotments (fruit and veg); carrots, watermelon, sweetcorn, turnip
* Flowers; pansy, marigolds
* Herb garden; basil, thyme, rosemary
* “Special trees”; designed to be novel

**How We Can Adapt These Activities into Our Game**

* Soil preparation
  + Before planting a seed, the player may have to tap the area a few times to cultivate the ground
  + Short pattern sequence could be shown, and the player must repeat it to cultivate the ground. This could be a simple gesture sequence that requires the player to swipe right twice and up once in order to cultivate the ground.
* Composting
  + Players can unlock a “rotten fruit and veg” category as their first new category
  + As rotten objects are sorted into this category, there is a chance for a heap of compost to begin forming. This will take an hour and will appear in the player’s inventory.
  + Could also require a certain number of rotten objects to be sorted before the compost bin is filled which will then allow a compost heap to form.
* Harvesting
  + Players could tap the fruit on trees to collect it. Players can either choose to pick one fruit or wait a certain amount of time to gain a greater crop. Could include an optimum time for harvest so that if the player waits too long, a single fruit may shrivel.
* Watering
  + Each plant has growth stages, and must be watered to encourage each growth tick
  + A growth tick can be every 6 hours (either as a whole or for each individual plant), so a plant that only takes 2 minutes to grow will only need to be watered once to start its countdown, whereas a tree that takes 24 hours to grow will need to be watered once every 6 hours otherwise its countdown will stop
* Pruning/Deadheading
  + Players can tap on a plant to prune it. They can use pinching gestures to remove overgrown branches. This can also work on flowers for deadheading to remove fading or dead blooms.
* Raking

Sources

<https://www.rhs.org.uk/advice/profile?pid=444>

<https://www.rhs.org.uk/advice/profile?PID=1023>

<https://www.rhs.org.uk/advice/profile?PID=923>