-INTERFACE ELEMENTS-

* Seed packet icon: Seed shop – displayed left hand side next to pebbles
  + When seed is purchased, item pop-up that says “New item (if object has been grown before, replace “New item” with the item’s name) added to backpack”
* WIP: Pebbles (currency) – displayed left hand side
* Journal icon: Allows player to keep track of their discoveries, awards, tips for gameplay and game options
* Backpack icon: Stores saplings and fully-grown mature trees – displayed right hand side
* Wicker basket icon: Alerts player when an object which is placed in the garden is ready for harvest – displayed right hand side

-WHAT TO INCLUDE/TEACH THE PLAYER-

* Introducing the player to Praesul and teaching them their goal
* How to identify that a fully-matured object is ready to be planted
* How to place objects from their backpack into their garden
* Show that certain trees may have passive effects
* Show that creatures are passive/decorative rather than interactable objects
* Show the difference between single yield and multiple yield objects
* How to harvest objects
* How to access their seeds and saplings
* How to identify when a sapling requires watering
* How to water saplings
* Optimal time for harvesting both single-yield and multiple yield objects
* Show that Pebbles are earned when produce is automatically converted
* Show that Pebbles can be used to purchase new seeds
* Show that tasks can be obtained from Praesul and completed for additional rewards
* Show players that the game automatically saves on close
* Show players that the game automatically loads on open (both this and saving can appear as tooltip when player starts a garden)

-TUTORIAL STEPS-

Greeting and goal: Praesul tells the player “This place used to be beautiful and full of friends, but now it is just me. Can you help me build a flourishing garden again?”

* Praesul gives player a choice of two seeds, one of which goes into their inventory, item pop-up plays that states “New item added to backpack”
  + He offers the player a choice of two seeds, one in each branch (like a hand)
  + Example: “To get you started, I found these odd seeds. I don’t know what they are but maybe you could plant one.”
  + “Seeds grow in your inventory until they are fully mature and ready to place in your garden.”
* Backpack icon flashes to alert the player that a new item has appeared in their backpack, and a grey overlay is displayed on all other game elements so that player can only tap backpack
* Player must tap the new seed once to dib/plant it and turn it into a sapling
* A blue glow flashes around the saplings inventory space to indicate that it requires watering. Players must tap and hold the sapling for 5 seconds to water the sapling and start its growth. (Blue colour fill/progress circle for progress in inventory square to show watering progress, disappears once fully watered)
  + Growth of sapling begins and is displayed to the player as a silhouette “filling with colour” of sapling sprite. Once fully grown, tree will turn into fully grown sprite.
* Wicker harvest basket icon flashes in top right of screen to indicate that an object placed in the garden is ready for harvest and a grey overlay is displayed on all other game elements so that the player can only tap the basket icon
  + Tapping basket icon hides all UI elements/menus and jumps straight to the garden overview (not straight to exact object)
* Player must tap the object to harvest it and harvested items are instantly converted into pebbles (once per object in the yield e.g. if group of 6 carrots, each tap removes a single carrot only)
  + In tutorial, player should be shown both types of objects – a group of carrots and a tree should be placed next to each other to show that there is a difference between single yield items and multiple yield objects
  + Single yield objects are likely to grow more quickly, whereas objects that provide multiple yields will take longer to grow
  + When player taps the item and converts to pebbles, a + icon could be displayed to indicate to player that they are getting currency for this
  + There are single yield items such as carrots, and multiple use items such as trees which produce multiple yields
* Once the player has completed the basics, Praesul gives them a task to complete and states that the player can talk to him when it is finished for additional rewards (currency)

-FOR THE FUTURE-

* Grouping objects increases produce/yield (Praesul could hint this to the player as a tip/trick bubble which would randomly occur)