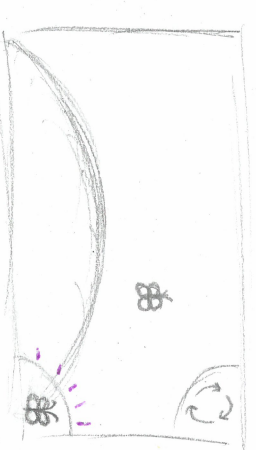


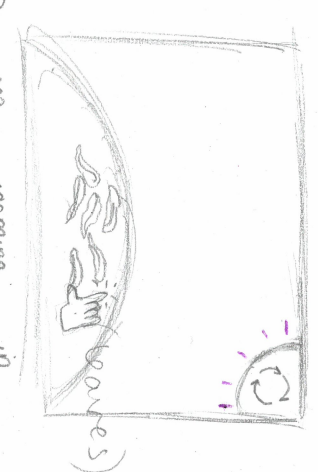
① Main startup screen: can be used to showcase rare objects to player so they think "how could I get that?"



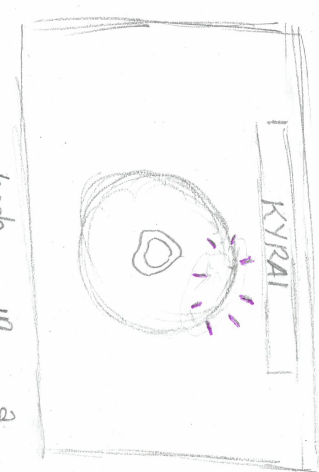
② screen comes up that allows player to name their plant, which is currently out of focus/overlaid by grey screen



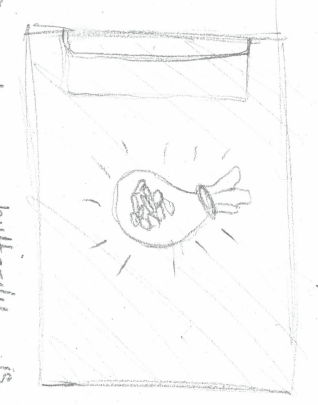
⑤ once player has sorted debris a butterfly will appear along with creature category. starts to glow/blink category pointer anim places and to show dragging



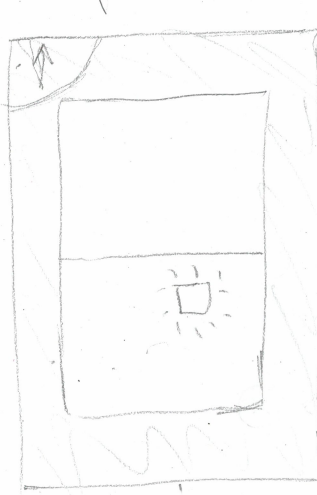
④ upon zooming in, player will see 3 pieces of debris that can be recycled. pointer shows drag to sorting category



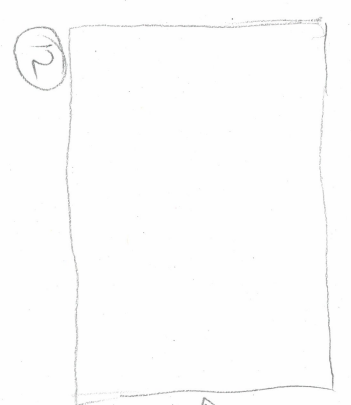
③ Game loads in a pre-designed scene (Autumn for JMW). An area glows and a hand animation displays a pinching motion like encourage players to zoom in to the area, could have magnifying glasses



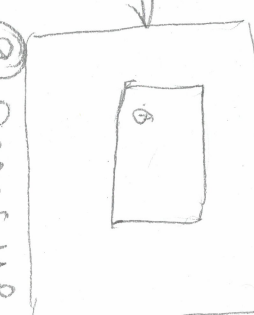
⑦ when butterfly is sorted, player is provided with a bag of seeds (enough for 3 decorations)



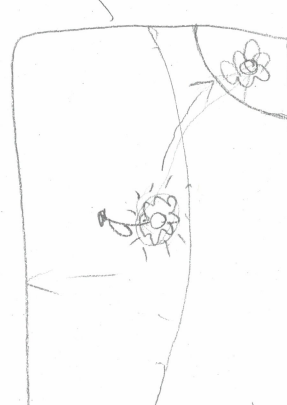
⑥ when butterfly is sorted, journal pops up and butterfly entry fills in with colour. (back button flashes) (journal closes)



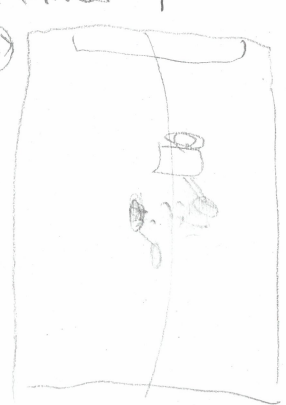
⑧ pull out inventory. Tap seed bag (viva plants)



⑨ Opens up further inventory when player taps a seed, everything else disappears so there's space



⑪ Tap & hold again to sort into foliage. Step 7 + 8 repeated.



⑩ Once the seed is planted, inventory places to show watering can - so players know can speed it up. (limited use) can't water all the time so players (water level rises over time fixed interval schedule)