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The goal of this project is to create a timeline where the user takes care of a plant and nurtures it for a period of time. Initially the player is allowed to choose the flower they would like to grow. As the flower is growing, the player is able to learn about the timeline of the flower—when it sprouts, when it grows buds, when it blooms, its height, etc. At the end stage of this game, the player will learn about what the flower means. The purpose of this project is to inform the players about the plants, but as a stimulation to watch their plant grow.