**Plant Education Game Concept Summary**

**Game Flow**

1. **Players choose a city on a world map (currently only Sydney is available).**
2. **Players select a theme: Daily Diet, Urban Greening, or Home Gardening.**
3. **Players enter a themed environment to explore and interact with plants.**
4. **Interacting with a plant reveals detailed information about it.**
5. **Players can take quizzes to unlock plant stamps in their collection book.**

**Key Features**

* **Themed environments: Supermarket (Daily Diet), City Streets (Urban Greening), Garden (Home Gardening)**
* **Detailed plant information including scientific names, characteristics, and theme-specific knowledge**
* **Interactive quizzes to test knowledge and unlock collectible plant stamps**
* **Free exploration of environments to discover plants**
* **Continuously visible stamp collection book to track progress**

**User Stories**

**The document includes 26 user stories covering various aspects of the game, such as:**

* **Selecting themes and exploring environments**
* **Interacting with plants and learning about them**
* **Taking quizzes and collecting plant stamps**
* **UI/UX preferences for plant information display and navigation**
* **Audio and visual feedback for achievements**
* **Accessibility features like clear plant indicators and easy controls**

**Educational Goals**

* **Teach players about plants in different contexts (diet, urban planning, gardening)**
* **Provide detailed botanical information and practical knowledge about plants**
* **Encourage exploration and learning through gamification (stamp collection)**