Breina Kelly
CART 263

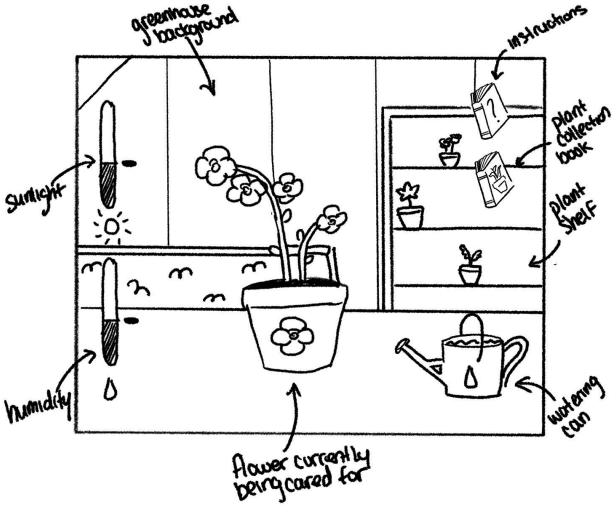
Final Project Proposal

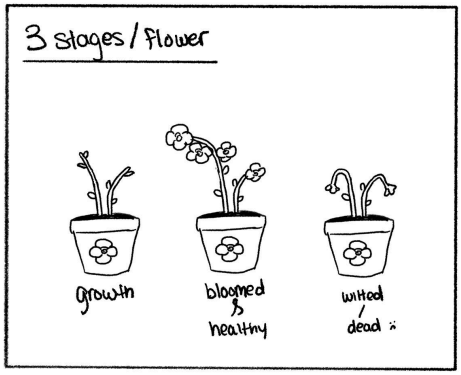
For my project, I'd like to create a relaxing and visually soothing game centered around caring for a variety of flowers in a greenhouse. The game would provide a low-pressure environment where the player could learn about real-life plant care and relax after a long day. The player would be able to decide which plant/how many plants they're caring for at once, so the difficulty is dependent on the player. You'd be able to nurture your chosen flowers by adjusting the light exposure, humidity, feeding and watering them, and even protecting them from harmful pests. The goal is to create an extremely peaceful and meditative environment for the player while they'd still be able to learn and have fun.

The game would have very soft and cozy pixelated visuals, with a warm colour palette and soft animations/transitions. I'd like for there to only be one screen where you perform several different actions to keep it simple, where small actions lead to visual progress over time, and you could keep a photo diary of all your completed flowers. All your necessary tools would be available for you on the screen and I'd provide a care manual so the player knows how to care for each plant respectively.

Players can select from a few different flower types, each with unique growth patterns and care needs. The flowers will have different growth stages that change based on player actions, which I think will present itself as a challenge as these states will rely heavily on timers. While we've explored the setTimeOut and setInterval functions in class, I'm not entirely sure if they'll be able to produce the desired effects. To make it simpler for myself, I plan on representing the growth state changes through sprite changes instead of drawing the flowers with javascript.

A slider or draggable light source will allow players to adjust sunlight exposure. Light intensity will affect plant growth rate and health, requiring players to balance care elements. The position of the slider will have to correspond to the speed in which the flower grows, which I haven't quite figured out how to code yet. Similar tracking systems will need to be put in place for watering the plants. I'd like to create a watering animation using the material we've learnt in class, which is triggered by placing the watering can over the flower.





Since I'll be working alone, I acknowledge that I may not be able to include every single feature included in this proposal. Changes that I'm currently considering are sticking to one type of flower, that way I wouldn't need to create 3 growth stage sprites for each flower. I'll also need to find a way to properly display each flower's statistics without the screen being too crowded, which I don't quite have a solution for yet. Hopefully during the proposal meeting, I'll be able to figure these details out so I have a clear path moving forward.