

Team 4 The Win Application Pitch

Apr 27, 2025

Game Purpose and Idea:

Purpose: Provide a casual experience of growing and taking care of a garden using the medium of a single player card game, dealing with the environment around them.

Core Idea: Encouraging long term use by allowing diverse gardens and dynamic options players can choose from and expand upon. Players begin with a small garden, with limited options, but grow to a diverse and beautifully lush land. However, nature is not so kind, and events like rain, extreme sunlight, bug infestations and wild fires will cause some trouble.

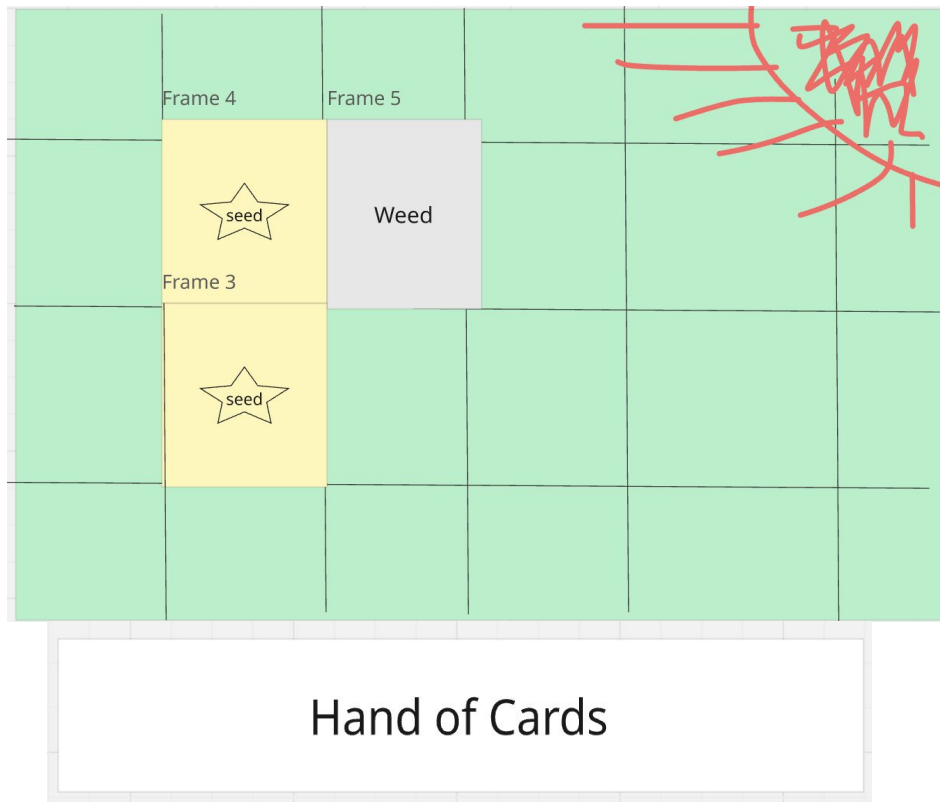
General Gameplay:

The player uses a hand of cards they play from, including cards like seeds, fertilizer, water, bug spray... to work on the garden. To make dealing with cards easier, the board will have the shape of a grid, allowing exact spacing and more predictable interactions between different cards.

The cards which are played turn into a permanent piece of the garden, unless removed by some outside means (shovel, burning, drying out, ...) or their intended usage (one time use cards.) As time progresses, events will happen such as flowers blooming, decaying if not cared for, seasons changing, environmental events...

Cards will be granted to the player over time, from which the player chooses what to keep. (Potentially: Make a currency and shop mechanic)

Board View:



This very rudimentary view represents our current vision of the game.

The view is completely 2D, and would allow for dragging the “camera,” zoom in-out features and more.

As seeds grow, the card will flip and transform into its next state and stay on the board. Visual effects like snow, sunshine and rain will also be displayed

Sounds and Music:

Since the game is meant to have a very comfortable and cozy atmosphere, the music and sound effects of the game must reflect this. We will use a calming, LoFi sound track, in addition to the countless game sounds we will choose.

Some of these sounds include:

- Bug noises when bugs infest the farm
- A beautiful sounds when a flower blooms
- Very small and often imperceptible sounds for card placements, card choice, moving and changing the view, ...
- Rain sounds or bird chirps based on weather conditions
- Countless more

Potential Users:

Timmy



Timmy is a very smart kid at school and he loves video games. Luckily, at school, during computer time, they have time to play games on websites allowed by the teacher. Timmy loves Carden and plays it often in this time. Timmy loves to show his garden to his friends and teacher, but he wishes he had more time to play the game, but he knows that he can grow his garden every day.

Tom



Tom is a very creative person, working part time as a graphic designer. Tom loves video games, but most of all he loves expressing creativity. He loves Carden because he can make cool gardens in different styles. He also listens to a lot of music and loves the music of Carden and how well it matches the vibe, as the game changes and progresses.

Toby



Toby is very busy at work but during breaks, he likes to scroll through instagram and work on his Clash of Clans base. Carden is perfect for him because he can just a couple things and come back the next day or during the next break to continue progressing. Carden has become one of his few games in rotation.

Potential Users:

Tarra



Any time Tarra tries to watch a movie, she gets bored really quickly. Tarra always needs something to fidget with such as thinking puddy or scroll through her phone. Although Tarra doesn't play the game much, when she is relaxing or doing a boring task such as drying dishes, she opens Carden to click some stuff occasionally. She is glad that Carden is easy, so she doesn't have to focus.

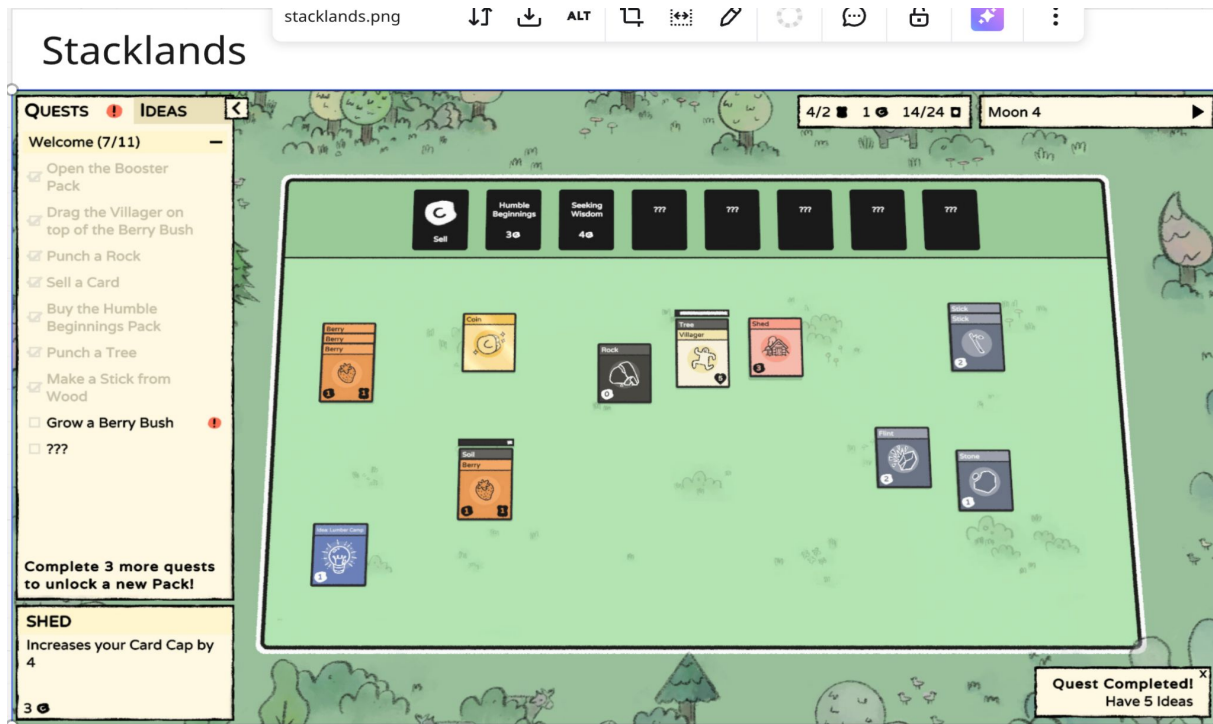
Toby



Toby is a stock guy who does not play video games and is instead always looking at the stock market. Since Toby thinks video games are a waste of time, the only game he has on his phone is Blackjack. Toby is not part of our target audience because he is "too good to waste time playing a video game."

Although we had quite a nice variety of users, as we continue with the project and think of new features to add, more users will be created and discussed heavily.

Similar Games:



A cozy, yet often chaotic game where cards are used as resources and even people, to grow your village and fight against monsters and bosses.

The minimalist artstyle and nice sound effects will be a great inspiration.

Similar Games:

9 Kings



A more complicated strategy game where you play cards on your field (the white grid.)

This improves your army and structures, which synergize together to make a strong defense against the other kings.










This game's mechanics will be a good example for us.

Wireframe:

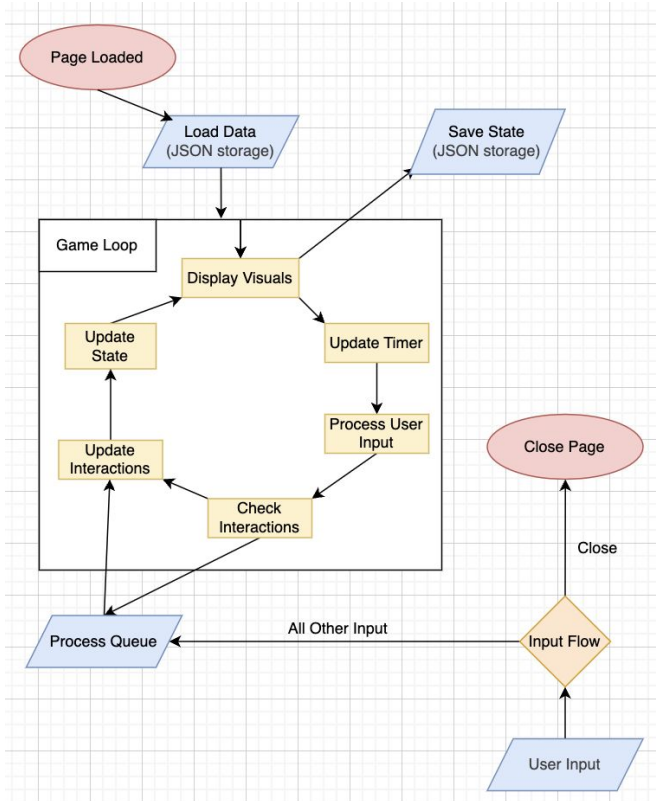
Main Screen

Currency (maybe)	SEASON	CLOCK
Game Board		
Player Cards		

Card Acquisition

<table border="1"><tr><th>NAME</th><th>Type</th></tr><tr><td>ART</td><td></td></tr><tr><td colspan="2">description</td></tr></table>	NAME	Type	ART		description		<table border="1"><tr><th>BUG SPRAY</th><th>TOOL</th></tr><tr><td></td><td></td></tr><tr><td colspan="2">(Game Board) (Faded Out) Removes Bug Tile</td></tr></table>	BUG SPRAY	TOOL			(Game Board) (Faded Out) Removes Bug Tile		<table border="1"><tr><th>PUMPKIN SEED</th></tr><tr><td></td></tr><tr><td>3 Growth Stages 1 Stage per day</td></tr></table>	PUMPKIN SEED		3 Growth Stages 1 Stage per day
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System Design:



The player input will be placed into a PriorityQueue, along with the world interactions like cards blooming, or fire spreading, where player interactions have the highest queue. These processes will be manipulated in priority order and the state of the world would change.

We then display these changes.

We will save changed to local storage using a JSON representation, and perhaps checkSums for corruption correction.

Potential Problems:

Although there will be countless problems we encounter and solve, here are the problems we currently foresee:

- Dealing with potentially countless interactions in the world, including player inputs.
- Scaling images, and moving around the map is difficult when not using an HTML Canvas.
- Vector Graphics will need to be used for art since we plan on resizing.
- Recovering from local Storage may be difficult as it can be edited by the user, so proper countermeasures need to be implemented.
- Overall logic and having player interaction overlap can be difficult to manage.

Further Research:

To resolve the problems we foresee, we will do the following:

- Learn to use Adobe Illustrator (vector art)
- Try rescaling and drag-moving across the web page
- How to use JSON with javascript including parsing back and forth
- Dealing with local storage (storing, and acquiring data from it)
- Come up with a more concrete wireframe and design for the application