Game Jam Press Kit

**Game Name:** Floral Explorer

**Team Member:**

Daniel Mak (email: [dchmak@edu.uwaterloo.ca](mailto:dchmak@edu.uwaterloo.ca))

* First year-ish Computer Science student. Tools: Unity, Blender, Bosca Ceoil

Brandon Brisbane (email: [wbbrisba@edu.uwaterloo.ca](mailto:wbbrisba@edu.uwaterloo.ca))

**Description:**

You play as a lone gardener who is tasked with bringing the deserted park back to life. Walk around the park and water the ground using your hyper watering can to rejuvenate nearby grass. You will also find flower seeds hidden in the dirt. Water those enough and they will sprout and give you some more time to work with. You also need to manage the water level of the can. It needs to be recharge using the well in the center. Your job performance is determined by how much green you brought back and the number of flowers you help revive.

Right click to walk around and left click to use the watering can. Right click the well once to walk towards it and refill the watering can once you get close enough.

**Attribution:**

The 3D Humanoid modelling is created base on a YouTube tutorial <https://www.youtube.com/watch?v=NGn_gSfYwVw&list=PLFt_AvWsXl0f4c56CbvYi038zmCmoZ4CQ>

**Source Code:** <https://github.com/dchmak/Flourish>

**Screenshots:**

