

To Do - Treehouse

Game Overview:

Gamification of daily to-do list where completion of tasks helps in growing a seed into tree to build a treehouse on it.

Objective:

Player will need to complete its daily to-do list to earn energy points and gain XP and avoid making *no progress* over a period to avoid deterioration of tree.

Mechanics:

Text input to enter task data. **Point and click** to interact with various game objects and UI elements.

Gameplay:

On finishing a task, player is rewarded with energy points and XP. The energy points are judiciously used to grow tree or install/upgrade treehouse components.

XP will be used to level-up and unlock new and cool stuff.

Not making progress for sometime will deteriorate the tree to the point it'll die and game gets over!

Style:

Vector based graphics with black outlines and smooth little transitions to give it *cartoonish & fun* look.

References:





