

The background image is a composite of a lush green forest scene and a dramatic ocean scene. The top half shows a large, dense tree with thick roots on a rocky outcrop. The bottom half shows a massive, curling wave crashing with white foam. Overlaid on the entire image are white dashed lines representing topographic map contours. A solid red line runs along the bottom right corner.

Tree V Tree

+ Dev Log, Features and Art Highlights

Tile Placement + Spell Casting

- + Players place tiles to grow their root network
- + Compete to secure resources
- + Use resources to cast spells and acquire more tiles
- + Spells help modify the board, expand your network, and hinder your opponent



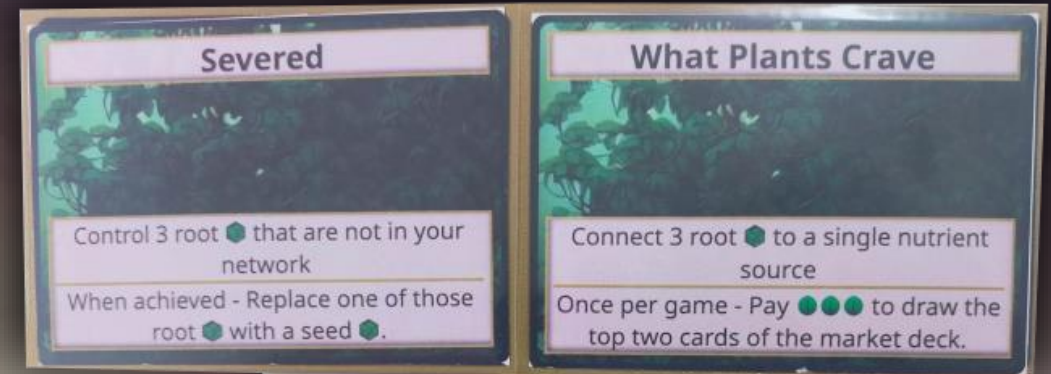
Decision Making From Turn One

- + Do you secure nearby water for early spell casting?
- + Or do you double down on your nutrient pile to acquire cards and tiles?

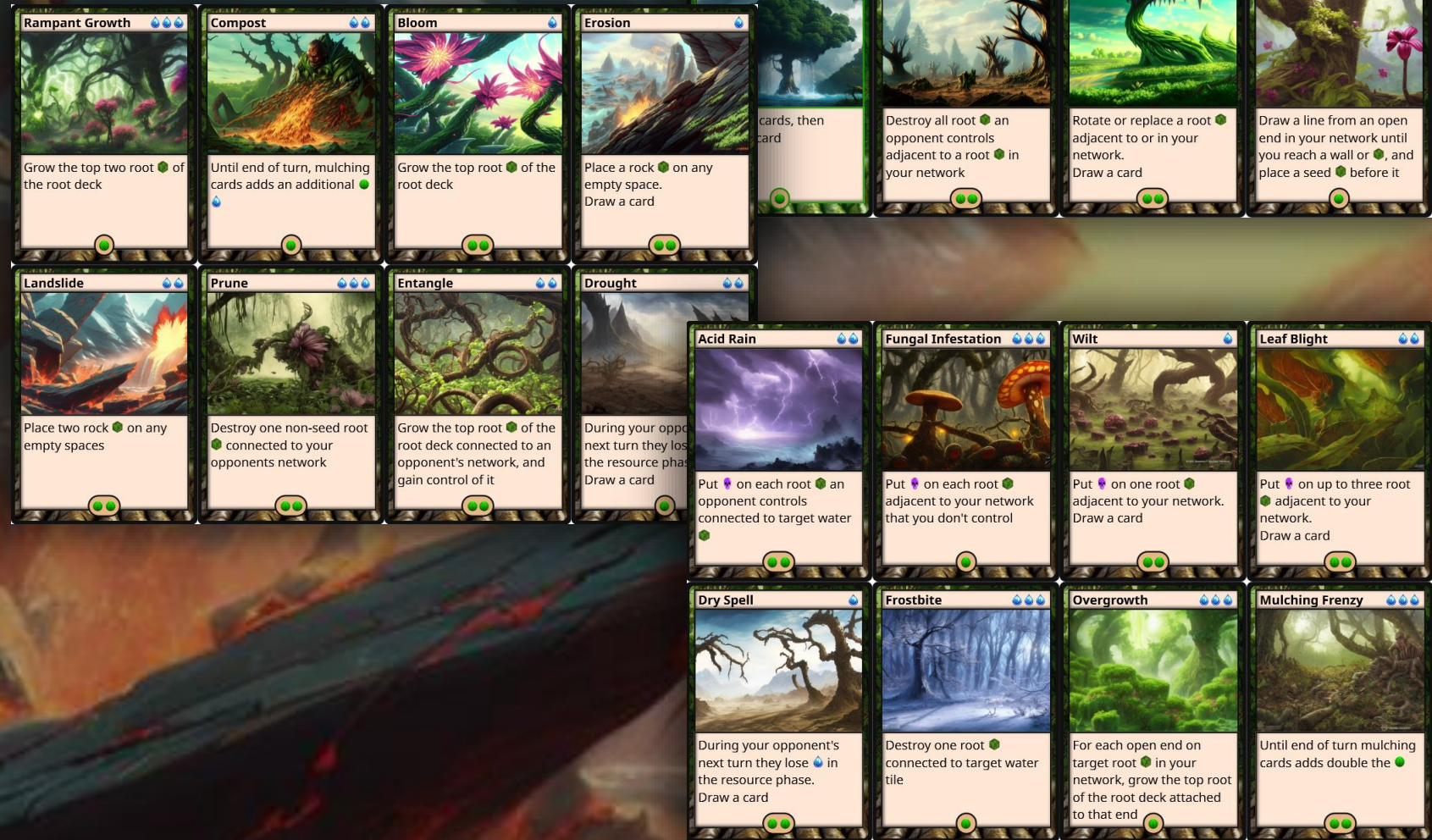


Public and Private Systems

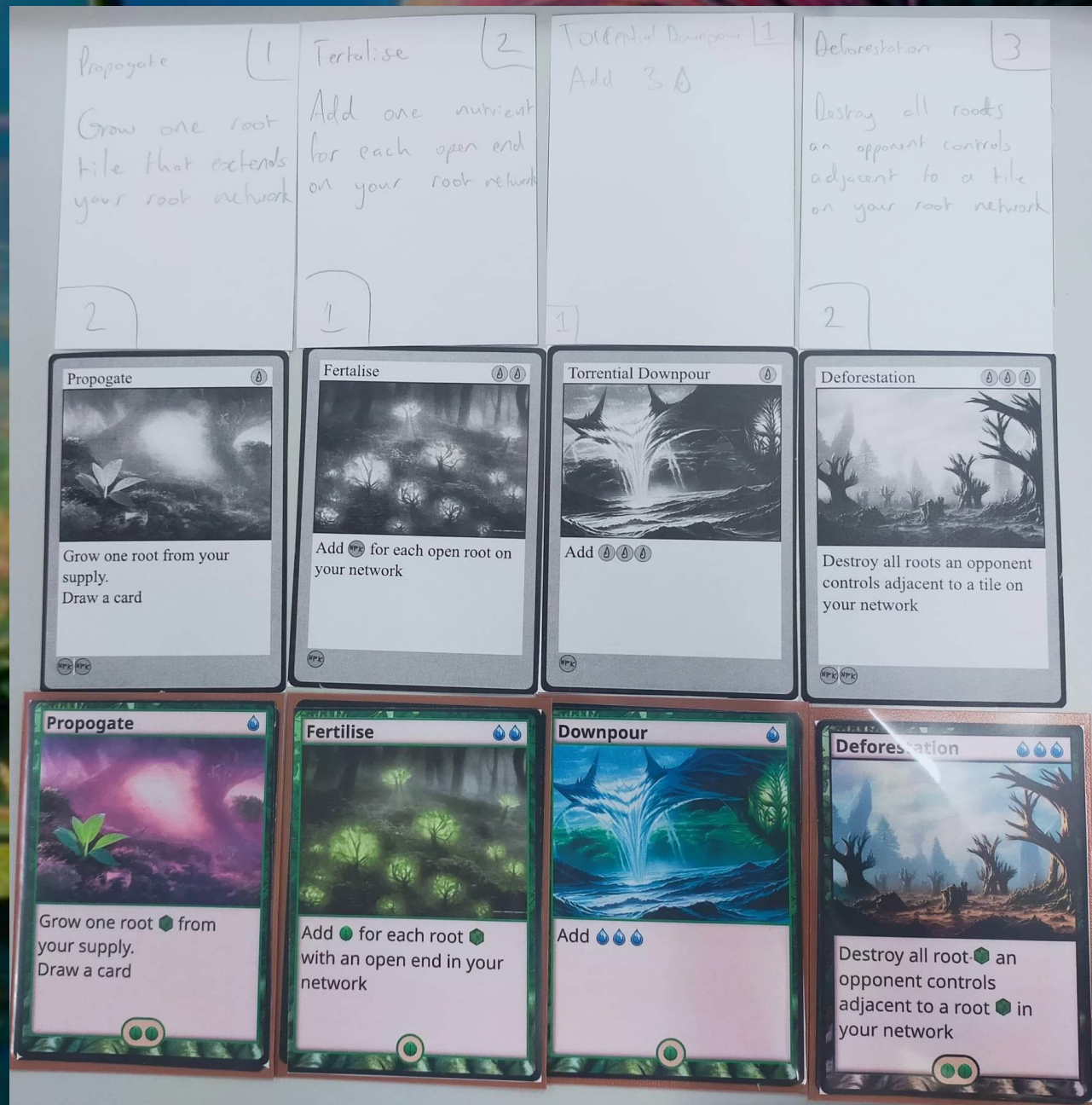
- + Public marketplace allows players to foresee, and disrupt combos
- + Public victory conditions telegraph intentions and make the goals of every game unique



Over 35 Unique Cards



Rapid Design Iteration



Direct to Print HTML+CSS Templating

name	effect	cost	mulch	image	description	print_count
Propagate	Grow one root [T] from your supply. Draw a card	1	2	propagate.png	plants exploding	4
Uproot	Destroy or shift a rock [T] or root [T] adjacent to or in your network	2	2	uproot.png	a tree being torn	2
Fertilise	Add [N] for each root [T] with an open end in your network	2	1	fertilise.png	rich and fertile soil	2
Downpour	Add [W][W][W]	1	1	downpour.png	A swelling roll of	2
Nature's Bounty	Draw two cards, then discard a card	1	1	rushofpower.png	A detailed artwork	2
Deforestation	Destroy all root [T] an opponent controls adjacent to or in your network	3	2	deforestation.png	a destructive sweep	2
Crop Rotation	Rotate or replace a root [T] adjacent to or in your network	1	2	croprotection.png	crop rotation, landscape	1
Offshoot	Draw a line from an open end in your network until you reach a seed or a wall, and place a seed before it	3	1	offshoot.png	a single flourish	1
Rampant Growth	Grow the top two root [T] of the root deck	3	1	rampantgrowth.png	rampant growth, landscape	3
Compost	Until end of turn, mulching cards adds an additional [N] to your supply	2	1	compost.png	giant dead heap	2
Bloom	Grow the top root [T] of the root deck	1	2	bloom.png	field of densely packed	3
Erosion	Place a rock [T] on any empty space. Draw a card	1	2	erosion.png	erosion, cliff face	1
Landslide	Place two rock [T] on any empty spaces	2	2	landslide.png	erosion, cliff face	1
Prune	Destroy one non-seed root [T] connected to your opponent's network	3	2	prune.png	a flower being clipped	1
Entangle	Grow the top root [T] of the root deck connected to your opponent's network	2	2	entangle.png	a swarm of roots	1
Drought	During your opponent's next turn, they lose [W][W]	2	1	drought.png	a drought, dead landscape	1
Acid Rain	Put [B] on each root [T] and discard a card	1	1	acidrain.png	acid rain, landscape	1
Fungal Infestation	Put [B] on each root [T] and discard a card	1	1	fungalinfestation.png	fungal infestation, landscape	1
Wilt	Put [B] on one root [T] and discard a card	1	1	wilt.png	wilt, landscape	1
Leaf Blight	Put [B] on up to three root [T] and discard a card	1	1	leafblight.png	leaf blight, landscape	1
Dry Spell	During your opponent's next turn, they lose [W]	1	1	dryspell.png	dry spell, landscape	1
Frostbite	Destroy one root [T] connected to your opponent's network	1	1	frostbite.png	frostbite, landscape	1
Overgrowth	For each open end on target, draw a card	1	1	overgrowth.png	overgrowth, landscape	1
Mulching Frenzy	Until end of turn, mulching cards adds an additional [N] to your supply	1	1	mulchingfrenzy.png	mulching frenzy, landscape	1
Rootslap	Shift one non-seed root [T] to your opponent's network	1	1	rootslap.png	root slap, landscape	1
Wealth of Fertility	Draw three cards	1	1	wealthoffertility.png	wealth of fertility, landscape	1



```
static > css > card.css > goal_condition_box
90
91 .goal_effect_text {
92   border-top: var(--goal-inner-border);
93 }
94
95 /* CARD */
96 .card {
97   font-family: 'Noto Sans';
98   font-size: var(--default-font-size);
99   line-height: var(--default-line-height);
100   width: 63mm;
101   height: 88mm;
102   border: solid var(--border-color) 1.5mm;
103   background-color: var(--border-color);
104   box-sizing: border-box;
105   display: inline-flex;
106   align-items: stretch;
107   border-radius: 2mm;
108   vertical-align: top;
109 }
110
111 .card_frame {
112   background-image: url('/images/frame/framecombined.png');
113   background-color: var(--frame-color);
114   background-blend-mode: overlay;
115   background-size: cover;
116   background-repeat: no-repeat;
117   padding: 1.5mm;
118   top: 0;
119   left: 0;
120   bottom: 0;
121   right: 0;
122   display: flex;
123   align-items: stretch;
124   flex-direction: column;
125   width: 100%;
126 }
```

AI Art Made Everything Better

- + Some Special Credit to Scott M Fischer
- + Who's style we used extensively through this project

