Period 3

Garden Simulator

Game with a gardener that can interact with the environment to grow plants

Can till green area with hoe so that can grow plant

Plant has 4 stages: bud, sprout, young, adult

Water to grow plant

Plant returns to bud if stepped on

WASD to move character

123 to equip hoe, can, or seed

Press E near water to fill up watering can

Click to interact with environment

Land	■ Player
PImage[] stage int curStage int size	Plmage[] charlmg int curlmg PVector pos PVector dir int size int water boolean hoe, can, seed
	void equip(int) boolean getHoe() boolean getCan() boolean getSeed() void fillWater() PVector getPos() void update() void direction()