- What is the theme (or story) of your animation?
  - Our project is a task-based animation where the main character's mission is to plant trees. In the game, he is allowed to pick goodies such as apples that can be turned to seeds and wood that can be used to make tools for tree planting.
  - plant trees:
    - there will be one apple tree in the beginning and the player needs to obtain apple seeds by shaking the tree until apples fall off and walk close enough to the apple in order to pick them up. If the player doesn't pick up the apples, they will remain on the ground. Then the apples will be stored into player's pocket and by clicking on the apple icon, the apples will be turned into seeds.
  - Apple falls:
    - After the tree grew up, an apple falls down from the planted tree and hit a person who is sitting under the tree

- What topics learnt in the course is used and how?
  - modeling (defining the objects in the world)
    - world space
  - camera spaces and projections (camera follows the character)
  - screen mapping
    - W2V
  - animations when character is planting and the ending
    - transformation, rotation, scale, shear
  - lighting (bonus - have a sun as light source on going from left to right)

- What interactivity will you use?
  - WASD for character movement(bonus)

- Are there any advanced features that you'll be implementing?
  - shadow (bonus)
  - day night changing (bonus)
  - physics of apple traces(ex. when apple falls)
  - picking up stuff on the ground(bonus)
  - sound effects for different event (picking, planting trees, etc.)
  - background music (TBD)

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github repo: https://github.com/dliang-lbl/plant_a_tree.git