

bloom



elevator pitch

Mai, your plant obsessed neighbor, gives you some mystery seeds to try and cheer you up.

With no other instruction, she tells you it should bloom in **three days** and bids you farewell.

How do you plan on taking care of this?



game play summary

After a starting screen with Mai giving you the seeds and leaving to your own devices, the player is able to adjust/change three (3) things: water levels, sun/light exposure, and temperature.

Based on choices, 1 of 8 plants/flowers will be chosen to appear and grow at the end for the player!



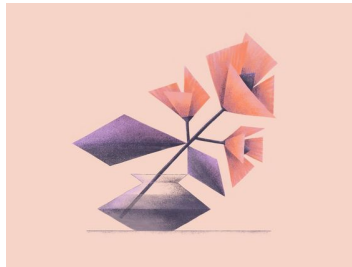
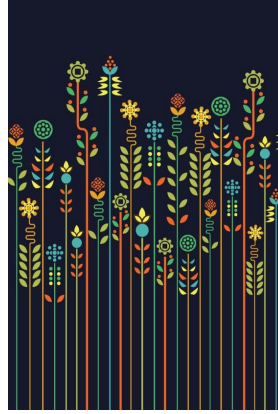
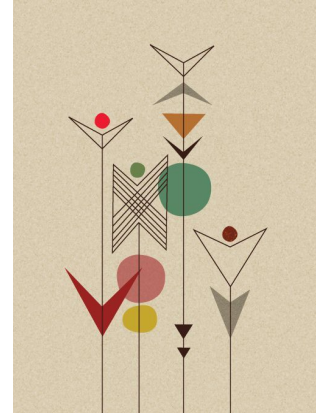
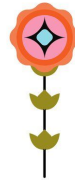
- This is a super rough sketch, but the plant pot will be shown with areas to adjust the 3 variables!
- $2 \text{ water levels} \times 2 \text{ light levels} \times 2 \text{ temp levels} = 8$ possible outcomes!
- After 'submitting' 2 snapshots of the plant will play (for the two following days) before landing on the final image of the plant on the third day!

player experience

- My goal is to make this game lighthearted and whimsical. I hope for the player to just click buttons and see what sort of plant their choices will produce.
- Using the visuals and interface, I want to create a calm, peaceful experience for the player.
- After locking in their choices, I hope to be able to implement a click through for them to see day 1 / day 2 / day 3 progress on their plant with a box for narration + observations on the side.

art style: inspiration

- Geometric, shape base plants and flowers.
- Colorful, pleasing and soft color aesthetic!



bloom
start



bloom

NEXT

plant goes here

bloom

water level

light level

temperature
level

NEXT

plant goes here

bloom

day x

plant log, observations,
etc.

NEXT