**Implementation Manual for Plantastic**

**What is the Game?**

The **Plantastic Clicker Game** is a fun JavaFX application designed to educate users about the eco-friendly benefits of plants. Players grow plants by clicking on buttons and progress through levels by increasing their Eco-Friendly Meter score.

**Main Parts of the Code**

* **Main Class (Plantastic)**
* Where the game starts.
* It manages:
* The points you earn through clicks.
* The plants you grow.
* The game screens (like the Start screen, Plant Selection screen, Gameplay screen.)

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* **Plant Class**
* Each plant has:
* A name (like "Birch Tree" or "Daffodil").
* A growth stage (Seed-Sprout-Blossom-Fully Grown).
* A counter to track how many times it has been clicked.

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* **Growth Stages (GrowthStage Enum)**
* This is a list of stages a plant goes through:
* **Seed**: The initial stage.
* **Sprout**: Achieved after 5 clicks.
* **Blossom**: Achieved after 10 clicks.
* **Fully Grown**: The final stage, achieved after 15 clicks.

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**How the Game Works**

* **Step 1: Starting the Game**
* Displays the Start Screen and welcome message: “Welcome to Plantastic!”
* Press the Start Button to continue to Plant Selection Screen.

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* **Step 2: Selecting Plant Category**
* Displays the Plant Selection Screen and message: “Select a plant category to start.”
* Choose a plant category:
* **Trees**
* **Flowers**
* **A screenshot of a computer

  Description automatically generatedHouseplants**

* **Step 3: Growing Plants**
  + Click on the plant button displayed to grow it. Each click:
* Increases the **Eco-Friendly Meter**.
* Moves the plant closer to the next growth stage.
* Some plants are locked at first—you unlock them as you grow other plants.

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**Clicks needed for each stage:**

* **Seed → Sprout**: 5 clicks
* **Sprout → Blossom**: 10 clicks
* **Blossom → Fully Grown**: 15 clicks

**Special Features**

1. **Unlocking New Plants**
   * Once a plant becomes **Fully Grown**, the next plant in the list unlocks automatically.

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1. **Eco-Friendly Meter**
   * Tracks your progress with points.
   * Starts at **Level 1** and goes up every 10 points.

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1. **Category Completion**
   * When all plants in a category are **Fully Grown**, the screen will display a message: “Plant Category Completed.”

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**How to Run the Code**

1. Make sure you have JavaFX installed for your environment.
2. Copy and paste the code into a Java file named Plantastic.java.
3. Compile the code.
4. Run the program.
5. Click your way to an eco-friendly future!

