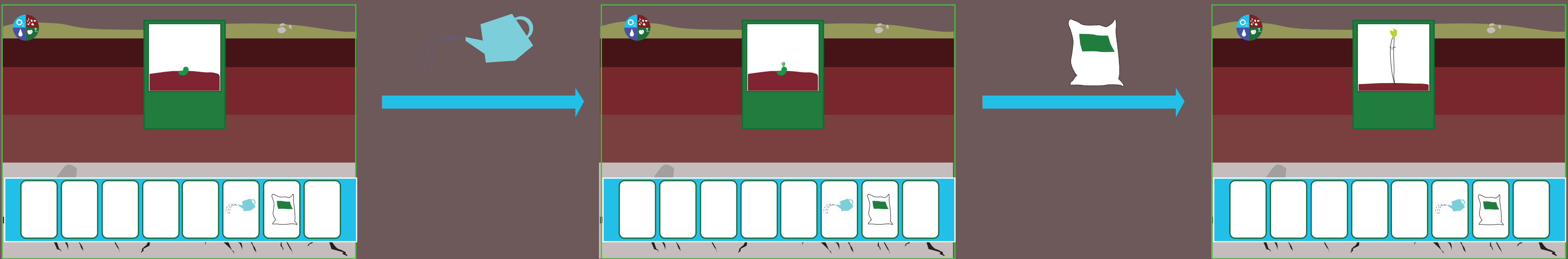


Phuc Le's Art 101 final proposal

Wireframe



Gamify Gardening

The concept I propose is gamify card game with gardening theme:

1/ Player starts with seeds and gardening tools (watering can, fertilizers, etc). The goal is to grow a vegetation from beginning to end. If everything goes smoothly, I want to add extra interaction, such as having these card interact with one another (similar to Yugioh or Magic the Gathering).

2/ I would also experience with the UI using skeuomorphism image instead of words, so that it works universally and not limited by language.

Overall, the idea is to make a card game with a gardening theme (gamify gardening, and designing UI using skeuomorphism).

Mood board

