

example of how the player makes a bouquet :

first the player talks with the client (josh for example)

The client wants a bouquet with a specific color, style, number of species and type (algae or coral).

So after the dialog , the player receives a list with the client's request that will figure on the top left corner.

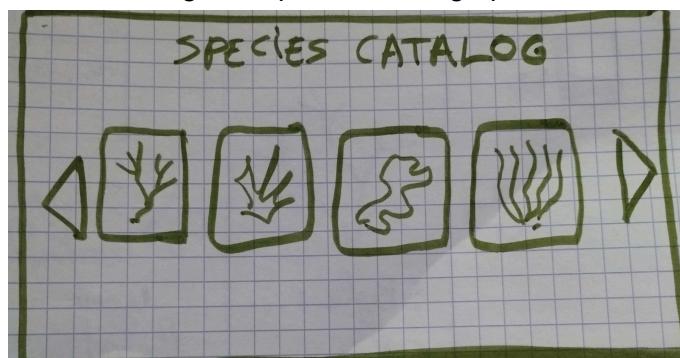


Josh's request:

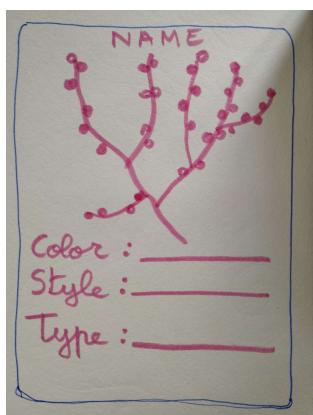
- 6 species
- White color
- mysterious style
- algae type

so here the player has to find 6 white species of algae with a mysterious style

after the dialog, the species catalog opens :

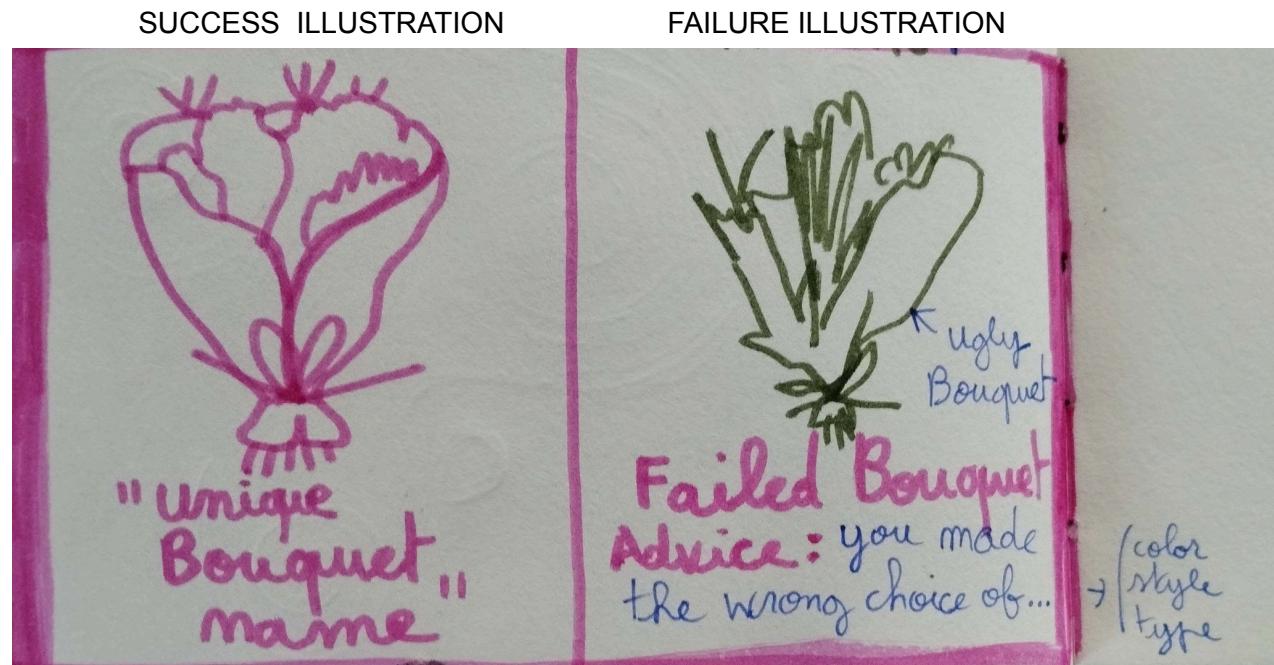


there is a total of 47 algae and corals so the player just click on the right to scroll and find what he needs . he can click on the little species rectangle icons to have more details :



it would be nice to add a basket icon so that the player sorts his selected species (it's useful if he needs to delete something he accidentally picked for example)

at the end an illustration of the bouquet is displayed: the bouquet is either a success or a failure, it depends on whether the player has respected Josh's request



I'm going to draw 10 bouquets illustrations because there are 10 clients but only one illustration of an ugly bouquet that will appear everytime the player fails.(thus there will be an advice so that he can know why he failed)

I hope you can understand the sketches and that everything is clear enough, don't hesitate to tell me if there is something illogical that might not work in my idea

CLIENTS	COLOR	STYLE	SPECIES	TYPE
josh	white	mysterious	6	algae
angela	green	sophisticated	4	coral
lulu	purple	mysterious	4	coral
sabrina	blue	elegant	3	algae
richard	orange	simple	6	coral
timothée	red	simple	6	coral
martin	red	sophisticated	6	algae
suzie	pink	cute	3	algae
patrick	green	simple	6	algae
emily	pink	elegant	3	coral

I have filed the customer requests, now I have to find around fifty algae and corals to draw

