

The (Secret) Journey of a Maranta Leuconeura

I wish to create a contemplative game for this project. I explored a lot of highly dynamic interactions in my last game and wanted to experiment with textures and ambiance to create a “zen” atmosphere.

And in this game, your only power is patience.

To start the game you must name your new seed of maranta leuconeura (prayer plant) and plant it in a pot. Then you have to wait for it to grow. I want to set decoy functions for the player to believe that he can speed up the process. But ultimately, it won't have any effect. The plant must be watered from time to time so that it doesn't die and also to keep the player in front of the screen. Things like fertilizers and artificial lights, etc. You win if the plant is big enough to reproduce. I want to count the number of times the player tried to do useless actions and then, at the end screen, use a moralizing tone saying that patience is a virtue.

The plant will be in front of a window that will display how time is passing (seasons, rain, snow, wind, etc.). Timers will be the main functions used in that game. I think of implementing some animation too so that you can look at something while you wait. There will be many classes for all the visual components and one for the growing plant. The fake functions will also have a class.

Visually speaking, I want the game to be black and white with a minimalist esthetic. The music could be either very joyful or very relaxing.

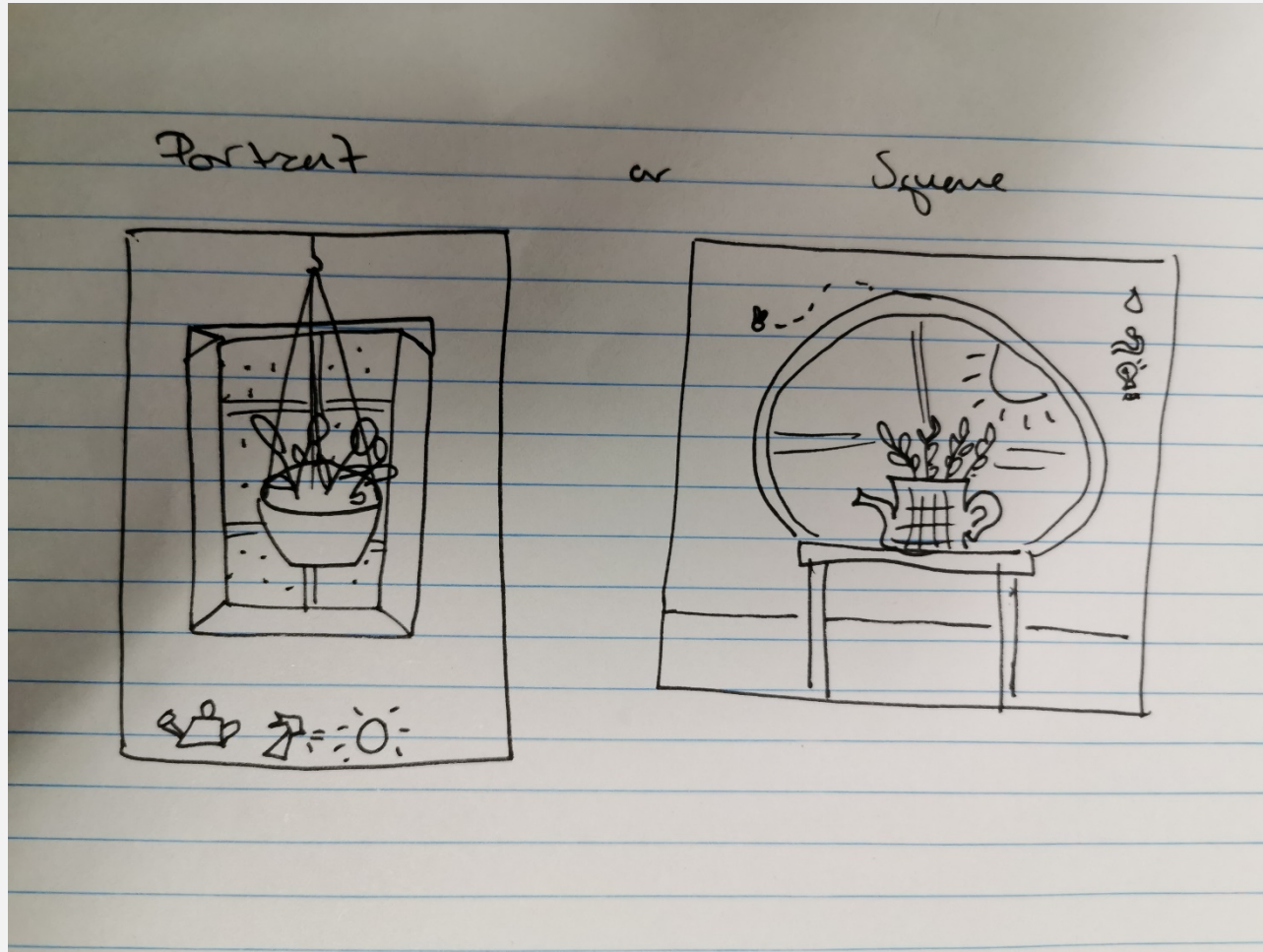


Mood Board

<https://www.pinterest.ca/anneboutet/253-grande-finale/>



Sketch



Overall the design of the elements is pretty simple to keep the relaxing atmosphere. The window takes most of the space in the canvas because time is the real subject of this game.