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Project Ideation

      For Project 3, I am going to create an interactive gardening game. The intended audience is anyone with a passion for flowers and gardening, however the game is more geared toward children. The user will be given an imaginary flower to take care of by adjusting the amount of sunlight, water, and the overall mood. The LDR value must be between certain values in order to give the flower the perfect amount of light. If the value is too high or too low, a 'need more sunlight' message will be displayed. A timer will notify the user when the plant needs more water and the switch will water it. Finally, the potentiometer will play music that the flower can dance to to make it happy.

      This game could possible be a prototype for taking care of a toy 'robot' plant. The user would perhaps press buttons on the actual toy to play music, water it and give it sunlight.