Virtual Gardening!

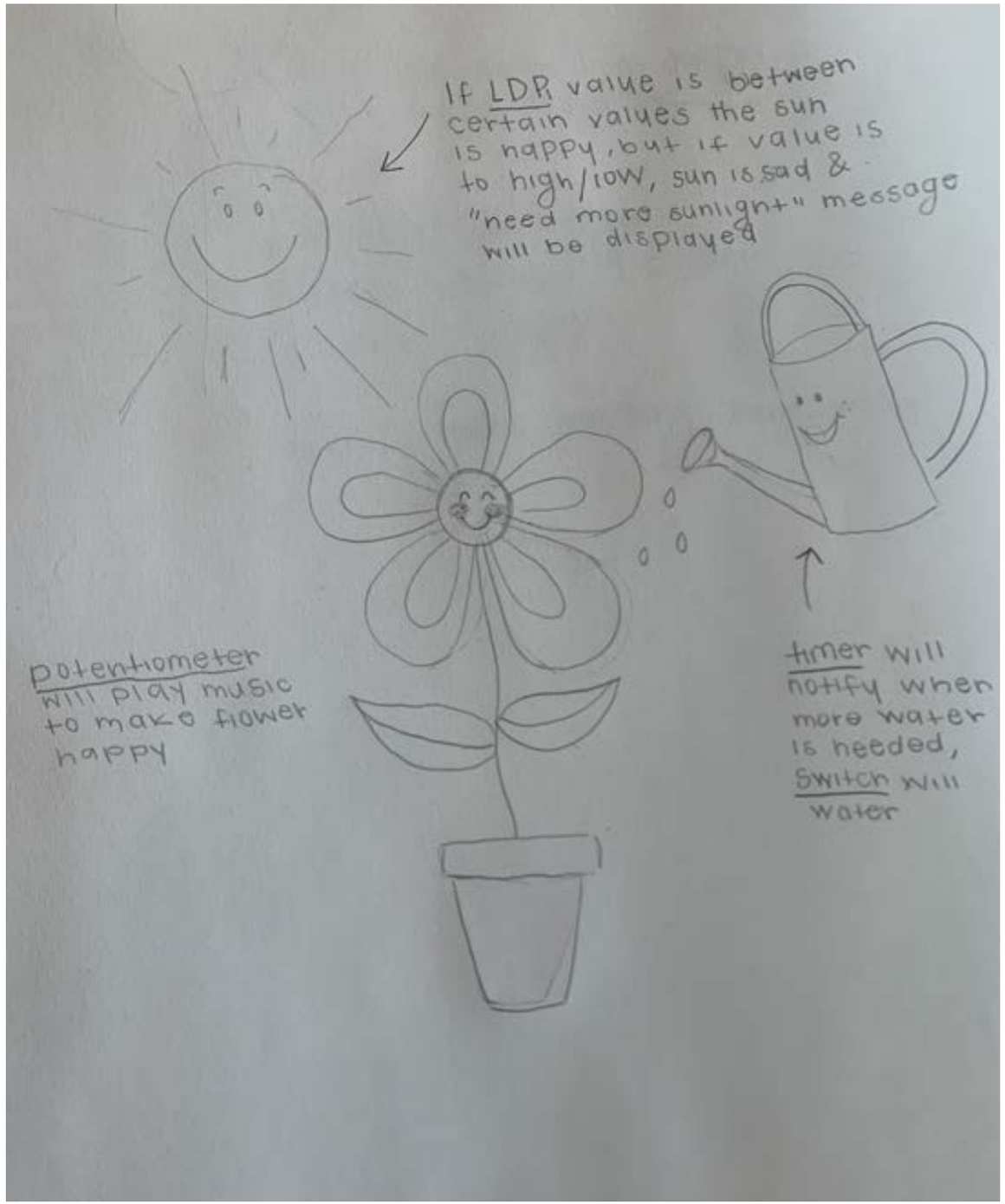
Reilly Brown

Virtual Gardening is an interactive gardening game created with Processing and Arduino. The game is intended for anyone with a passion for flowers and gardening, however the game is more geared toward children.

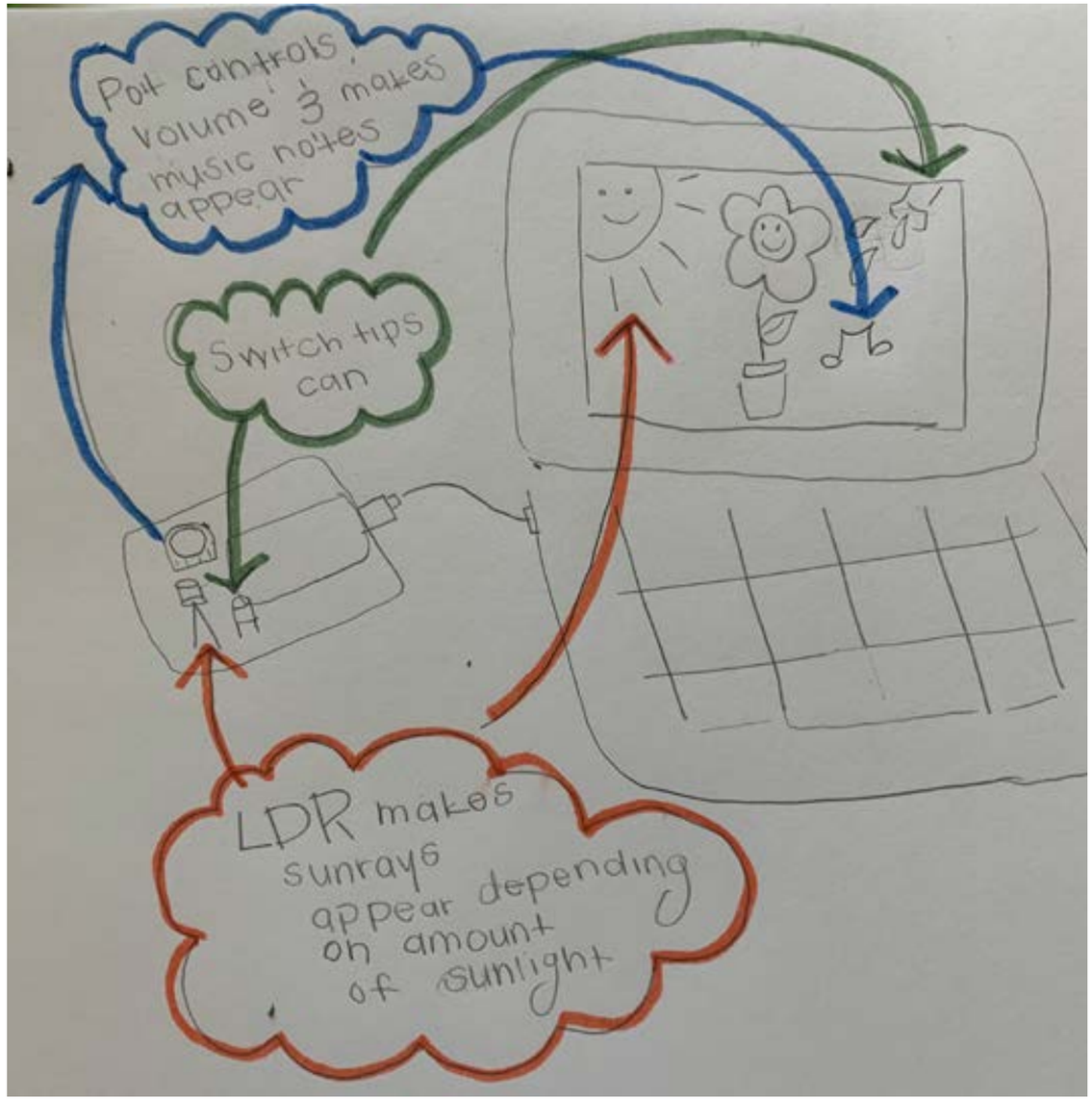
The user is given an imaginary flower to take care of by adjusting the amount of sunlight, water and the flowers happiness. The LDR value must have enough light in order to make sure the flower has enough sunlight. If there is not enough sunlight, a 'need more light' message is displayed. The potentiometer controls the volume of music, and when the value is over 0, music notes appear to notify the user that the flower can hear and dance to the music. The switch tips the watering can and gives the plant water. Finally, the timer will cause a bee to fly across the screen.

*This game is a prototype for a tangible toy robot plant.

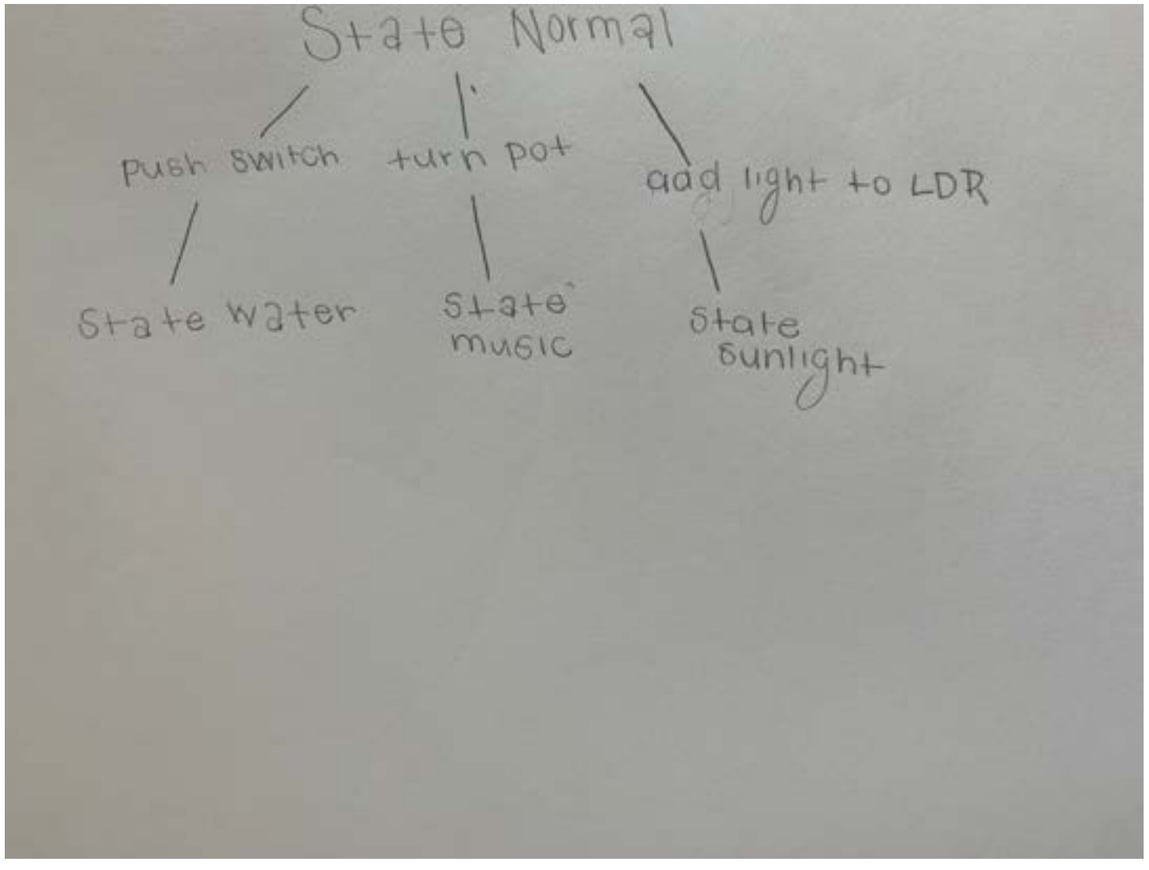
Sketch



Interaction Diagram



States


State Normal
Push Switch
turn pot
add light to LDR
State water
State music
State sunlight