

**Game Design Document
For**

Pots and Petals: Seeds of Sorcery

“Revive the magic. Grow your story.”

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Cloud 5

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2. Game Overview

2.1 Game Concept

Pots and Petals: Seeds of Sorcery is a cozy 2D pixel art fantasy game where players run a magical plant shop, fulfilling customer requests, cultivating enchanted gardens, and uncovering the lost secrets of plant magic. The protagonist, a recent graduate of a wizarding school, uses their love for plants and nature to transform a small, run-down shop into a thriving center of magical herbalism, blending business management with gardening and exploration.

2.2 Target Audience

The target audience includes:

- Players who enjoy cozy, slow-paced games like *Stardew Valley* and *Good Pizza, Great Pizza*, *Animal Crossing: New Horizons*.
 - Fans of farming sims, light business management, and magical fantasy themes.
 - Ages 10+ with a focus on casual gamers looking for a relaxing yet rewarding experience.
 - The success of games like *Stardew Valley* and *Animal Crossing: New Horizons* has demonstrated a growing market for cozy, slow-paced games. Players increasingly seek relaxing experiences that provide a sense of accomplishment without the stress of high-stakes gameplay.
 - In a post-pandemic world, many people are gravitating toward games that offer escapism, comfort, and a sense of community. *Pots and Petals* fits perfectly into this trend by providing a soothing environment.
 - The game's target demographic (ages 10+) aligns with a growing trend of games designed to be accessible to both younger players and adults. This broadens the audience, as families can enjoy it together, while casual gamers can engage without needing significant time or skill investments.
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2.3 Genre(s)

- Cozy simulation game
 - Business management
 - Fantasy gardening
 - Light narrative exploration
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2.4 Game Flow Summary

The player will interact with the game through the mouse. The player will click icons or buttons to progress through the different phases and drag and drop items to perform tasks.

The game follows a three-phase cycle:.

Shop Phase

- **Interface:**
 - Each shop day starts with an empty shop. Clicking the opening sign on the door will flip the sign and start the day, allowing customers to enter.
 - The player operates the shop from a simple, cozy interface showing the store layout. There is a gold and day counter at the top of the screen.
 - Customers enter one at a time and provide requests via dialogue pop-ups.
 - A notepad icon can be clicked to display pending customer requests and pick up dates. For example “Monday: Granny asked for a plant that could warm the hearts of others. She said she will be back on Wednesday”
 - The inventory screen is accessible by clicking on the shelf in the shop to view the stock of plants, and seeds.
 - **Gameplay:**
 - Customers request magical plants. If the item is in stock, the player selects it from their inventory to fulfill the request.
 - If the item is unavailable, customers may either leave disappointed or return another day.
 - Fulfilling requests earns gold and improves the shop’s reputation, unlocking upgrades and more customers over time.
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Garden Phase

- **Interface:**
 - The garden interface is an overhead view of a small plot where players can manage plants.
 - Players interact with:
 - A **toolbar** to select tools (e.g., watering can, spellbook).
 - Seed packets to plant new crops.
 - A spell menu for casting magic on plants (e.g., speeding growth, changing biomes).
 - Icons above plants indicate their needs (e.g., water, sunlight, or magical enhancements).
- **Gameplay:**
 - Players grow plants by planting seeds, watering, and casting spells.
 - Spells allow customization, such as:
 - Changing biomes to grow exotic plants.
 - Boosting growth speed.
 - Protecting specific plants from the effects of surrounding plants or biome changes (force field)
 - Harvested plants are added to the shop’s inventory or used for crossbreeding to create rare plants with unique properties.

- The player is only able to cast one spell a day.
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Stock-Up Phase

- **Interface:**
 - The stock-up screen features a shop catalog where players can purchase seeds, tools, and other resources.
 - A budget tracker displays available gold.
 - **Gameplay:**
 - Players use the gold earned during the shop phase to restock seeds, purchase upgrades, or invest in magical tools.
 - Strategic decisions during this phase influence future success in the shop and garden phases.
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2.5 Look and Feel

The game features a cozy, warm 2D pixel art style that creates an inviting and relaxing atmosphere. The visuals are reminiscent of a whimsical fantasy world, with vibrant greenery, enchanting magical effects, and detailed environments. The art style focuses on warm colors, soft lighting, and intricate pixel work to evoke nostalgia and charm, perfectly complementing the cozy gameplay experience.

3. Gameplay

3.1 Objectives

The core objectives of *Pots and Petals: Seeds of Sorcery* are:

1. Fill the Plant Encyclopedia:
 - Discover all magical plants by:
 - Interacting with NPCs who share knowledge or clues.
 - Experimenting with spells to transform plants.
 - Crossbreeding plants to create new species.
 - The encyclopedia contains detailed entries, including magical properties, habitat requirements, and uses.
2. Upgrade the Shop:
 - Earn gold to:
 - Purchase decorations and furniture to make the shop cozier.
 - Expand the garden with new plots to grow more plants.
 - Buy advanced tools for planting, and plant happiness,
3. Pay Off Debt:

- At the end of every week, the protagonist must make a payment toward their debt.
 - Balancing debt repayment with shop upgrades and seed purchases is crucial to success.
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3.2 Game Progression

- The game progresses in a **week-by-week structure**, with new opportunities and challenges:
 - **Customers:**
 - Each week, new customers visit the shop with unique requests.
 - Some customers return with follow-up requests or feedback.
 - Some customers will be special and can give you access to more seeds, spells, or items by completing their requests
 - **Unlockables:**
 - As the shop reputation grows, the protagonist gains access to:
 - Rare plant seeds.
 - Advanced spells.
 - New furniture and garden upgrades.
 - **Challenges:**
 - The debt payment becomes larger each week, requiring better shop management and plant selection.
 - Puzzles and crossbreeding grow more complex as new plant combinations are introduced. The garden space will have to be managed more efficiently as more requests pop up with shorter and stricter deadlines. The player will have to understand the interaction between plants, their growth rate, and how the environment affects them to ensure requests can be fulfilled on time.
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3.3 Play Flow

1. **Start of the Day:**
 - Flip the sign to open to allow customers to enter
2. **Shop Phase:**
 - Serve customers by interpreting their clues and providing the correct plant
 - Earn gold and gain reputation based on customer satisfaction.
3. **Garden Phase:**
 - Tend to the garden by:
 - Planting new seeds.
 - Harvesting ready plants.
 - Casting spells to modify plant growth or habitats.

- Experimenting with crossbreeding to discover new plants.
 - 4. **Stock-Up Phase:**
 - Use earned gold to purchase seeds, tools, and shop decorations.
 - Strategize for the next day based on customer patterns and inventory needs.
 - 5. **End of the Week:**
 - Pay off a portion of the debt.
 - Reflect on progression with a summary screen showing gold earned, plants discovered, and shop upgrades.
 - 6. **Weekends:**
 - Get the weekly Newspaper that will give you context about the world you are in.
 - The weekly newspaper will provide hints on events coming up that will affect customer requests (ex. valentine's day will have more love based plants).
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3.4 Mission/Challenge Structure

- **Customer Requests:**
 - Customers provide **clues** about what they need rather than direct plant names.
 - Clues are often tied to the magical properties of plants (e.g., “I need something to cheer me up on cold nights” might refer to a Fire Flower).
 - Use the **Plant Encyclopedia** to match the clue to the correct plant.
 - **Shop Challenges:**
 - Balancing multiple customer orders at once can create a time-management challenge.
 - Some customers may have special requests requiring multiple and/or hybrid plants.
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3.5 Puzzle Structure

- **Garden Interactions:**
 - Different plants affect each other when planted nearby:
 - **Fire Flowers** melt Ice Flowers.
 - **Water Flowers** enhance the growth of Earth Flowers but drown Fire Flowers.
 - Proper planning is required to arrange plants effectively.
- **Spells and Plant Effects:**
 - Casting spells can transform plants:
 - **Winter Spell:** Turns Water Flowers into Ice Flowers and extinguishes Fire Flowers.

- **Growth Spell:** Speeds up plant growth but may exhaust nearby plants.
 - **Biome Spells:** Change the garden's climate to grow exotic plants but can damage incompatible species.
 - **Crossbreeding:**
 - Combining plants in specific ways leads to hybrids with unique properties.
 - Clues from NPCs, the Plant Encyclopedia, and experimentation guide the player toward successful combinations.
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4. Mechanics

4.1. Rules

Explicit Rules:

- Players must fulfill customer requests by selecting the correct magical plant from their inventory.
- Gold is earned through customer satisfaction and used to restock supplies and purchase upgrades for the shop.
- Players can only cast **one spell per day** during the Garden Phase.

Implicit Rules:

- Strategic gardening is required to maximize plant yield and ensure requests can be fulfilled on time.
- Customers provide clues rather than direct names, requiring inference on what plants they require and plant encyclopedia use.
- Proper plant care and placement are crucial to avoid negative interactions (ex. Fire flowers being extinguished from the winter spell)
- Debt payments must be made at the end of each week. Failure to pay may result in some penalties (ex. reduced reputation, limited resources), debt payments will increase slightly each week.

4.2. Model of the game universe

- The game world is a small, enchanted village where magic and nature coexist. The world is home to many types of magical characters and creatures such as Yetis, Thieves, Dragons, and more.
- Key locations:
 - **Shop:** The protagonist's main workspace, which evolves through upgrades.
 - **Garden:** A dynamic space where plants grow, interact, and are harvested.
 - **Stock-Up Area/Order Catalog:** A catalog interface for acquiring seeds, tools, magics, and decorations.

- Plants and spells follow a set of environmental rules (ex. biomes, interactions, and crossbreeding). NPCs act as both customers and lore sources, enriching the narrative through their requests.

4.3. Physics

- Physics are simplified to suit the cozy aesthetic:
 - Plants grow in real-time cycles (scaled to game time).
 - Spells apply immediate or gradual effects, such as speeding growth, or transforming environments and plants.
 - No advanced physics like gravity, but environmental factors (ex. 'frozen' or 'burnt' plant states) simulate magical interactions.

4.4. Economy

- **Currency:** Gold, earned by fulfilling customer requests and increasing shop reputation.
- **Spending:**
 - Seeds and tools (restocking inventory).
 - Garden upgrades (new plots, enhanced tools).
 - Shop decorations (boosting reputation).
- **Debt Management:** Weekly payments must balance against shop profits and resource investments.

4.5. Character movement

- Players do not control movement directly; interaction is through UI elements (ex. clicking on inventory icons, drag-and-drop planting).
- Dialogue and task completion guide flow between game phases.
- 'Next Day' button will cause the next shop or garden phase to begin moving the player from the shop to the garde or vice versa

4.6. Objects

- **Flowers and Properties:**
 - Each plant has elemental properties(ex. Fire, Water, Earth, Ice).
 - Properties interact with the environment (ex. Fire flowers "melt" Ice Flowers).
- **Inventory Management:**
 - Drag-and-drop interface for placing plants or fufilling requests.
 - Interactive icons show plant needs, such as watering, sunight, or magical care.

4.7. Actions

- **Player Actions:**
 - Clicking on NPCs or shop elements to activate dialogue or interactions.
 - Drag-and-drop mechanics for planting and harvesting.
 - Selecting spells to cast on plants (limited to one per day).
- **Switches/Buttons:**
 - Flip the shop sign to start the day.
 - Use the Plant Encyclopedia to decode customer requests.

- Access inventory and spell menus via clickable icons.

4.8. Combat

- **No Combat:**
 - Conflict exists in the form of time and resource management challenges.

4.9. Screen Flow

- **Shop Screen:** Interface for interacting with NPCs and fulfilling orders.
- **Garden Screen:** Overhead view of the garden for planting, harvesting, and spellcasting.
- **Stock-Up Screen:** A catalog view for restocking inventory.
- **End-of-Week Summary Screen:** Displays progress, gold earned, debt paid, and unlockables.

4.10. Game Options

- Customization of shop aesthetics through purchased decorations.
- Adjustable difficulty settings:
 - **Easy:** Slower debt progression and extended deadlines.
 - **Normal:** Standard settings.
 - **Hard:** Tighter deadlines and increased debt payments.

4.11. Replaying and saving

- **Save System:**
 - Auto-save at the end of each in-game day.
 - Manual save option during phase transitions.
- **Replaying:**
 - Replayability lies in experimentation with cross breeding, customer relationships, and optimizing shop progression.

4.12. Cheats and Easter Eggs

- Hidden plant species unlocked by meeting specific conditions (ex. crossbreeding rare combinations).
 - Fun Easter eggs, like unique dialogue from special NPCs or decorating the shop with themed items.
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5. Story and Narrative

5.1. Back story

As a child, the protagonist had always been enchanted by the local herbalist's shop. The shop was small but filled with wonder—a place where plants weren't just tools but magical entities with the power to cure illnesses, lift spirits, and change the world. The herbalist, noticing the child's curiosity, nurtured this connection by allowing them to help with small tasks like watering plants and cleaning the shop.

Growing up, the protagonist decided to attend a prestigious wizard school. However, despite their magical education, they never quite fit in. While other students were focused on flashy spells and grand magical feats, the protagonist always had a deeper connection to nature and plants—something considered “old-fashioned” by many.

After graduating from wizard school, the protagonist faces the harsh reality of the magical job market. With student debt weighing them down and no high-paying jobs in sight, they find themselves lost but with no other options the protagonist decides to set up shop. The protagonist can only afford a small, run-down shop in a quiet corner of the village. The building is old, and the garden overgrown, but they see potential in it. It may not be glamorous, but the protagonist is willing to put in the work to make it something special—just like the herbalist they looked up to.

Upon wandering into the new shop, the protagonist was surprised to find an old book nestled among the clutter, filled with knowledge about plants and their magical properties. However, as they flipped through its pages, they discovered that many were missing. This discovery ignited a spark of determination within them; they would embark on a journey not only to revive the shop but to uncover the lost secrets of plant magic that would help them grow and thrive.

5.2. Plot elements

Core Narrative Themes

- **Rediscovery and Growth:** The protagonist's journey centers around self-discovery, revitalizing a shop, and mastering forgotten plant magic.
- **Mystery and Lore:** The world has a rich history of plant-based magic that has been largely forgotten, leaving the protagonist to piece it together.
- **Community:** The relationships the protagonist builds with customers and townsfolk form the emotional heart of the game, showcasing how plants and magic bring people together.

Game World Elements

The Shop: A central hub for gameplay and story progression, evolving as the protagonist repairs and upgrades it.

Newspaper Articles: Delivered on weekends, the articles:

- Highlight local news, such as festivals or competitions.
- Provide lore about the history of plant magic and the protagonist's magical academy.
- Tease subplots, like strange magical phenomena or local character backstories.

Key Plot Elements

- **The Forgotten Craft:** Magical plant cultivation is a rare, almost-lost art, with the protagonist discovering old journals, recipes, and spells to revive it.

Subplots:

- Quests from townsfolk and customers with unique, emotional stories (e.g., growing a rare plant for a loved one).

5.3. Game story progression

Phase 1: Returning Home

- **Starting Point:** After graduating from the magical academy but failing to find a career, the protagonist is burdened with debt. They return to their hometown, discovering the family's plant shop in disrepair.
- **Player Goal:** Clear and reopen the shop to begin earning money and repaying the debt.
- **Gameplay:**
 - Basic gardening mechanics: cleaning the shop, planting seeds, and fulfilling simple customer requests.
 - Introduction to NPCs: Customers come with basic orders and share tidbits of their personal lives.
- **Narrative Progression:**
 - NPCs express surprise and curiosity about the shop reopening, with some expressing doubt about the protagonist's ability to succeed.

Phase 2: Earning Trust

- **Gameplay:**
 - Expand the shop's offerings (e.g., growing more complex plants, utilizing spells).
 - Build relationships with NPCs by fulfilling orders and engaging in dialogue.

- Small side-quests emerge, such as growing specific plants for an NPC's special occasion.
- **Narrative Progression:**
 - NPCs begin sharing personal stories, gradually revealing struggles, dreams, and connections to the protagonist or shop.
 - The protagonist starts to feel more rooted in the community as they earn trust and respect.
 - The academy occasionally sends reminders about the debt, adding subtle pressure to balance profit and relationships.

Phase 3: Deepening Connections

- **Gameplay:**
 - Unlock advanced gardening techniques (e.g., advanced crossbreeding and spell combinations, more focus on certain plant properties not working well together).
 - Manage priorities: Focus on earning income for debt or helping NPCs with personal requests that don't always bring monetary rewards.
- **Narrative Progression:**
 - NPCs' stories intertwine with each other, creating a more interconnected web of relationships in the town.
 - Some NPCs begin to actively help the shop (e.g., offering supplies, discounts, or advice), strengthening the sense of community.
 - The protagonist starts to question what success really means—financial stability or personal fulfillment.

Phase 4: Overcoming Obstacles

- **Gameplay:**
 - Manage conflicting priorities as large debt payments become due, requiring careful resource management.
 - Navigate dilemmas where helping NPCs might delay paying off debt but yield long-term benefits.
 - Introduce rare plants or high-stakes orders that require advanced gardening skills and creative problem-solving.
- **Narrative Progression:**
 - The protagonist faces moments of doubt about whether they can succeed in paying off the debt or if the shop is worth continuing.
 - NPCs rally to support the protagonist, providing encouragement and practical help.
 - The magical academy shows increased interest in the protagonist's shop as it gains recognition.

Phase 5: Resolution

- **Gameplay:**
 - Make the final debt payment

- The shop achieves a final transformation, becoming a vibrant hub for the town.
 - **Narrative Progression:**
 - The protagonist reflects on their journey, solidifying relationships with key NPCs.
 - A mix of financial success and deep bonds with NPCs.
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5.4. Cut scenes

Intro Cutscene

Setting: A bustling flower shop.

- **Scene Description:**
 - Protagonist, partially blacked-out, observes the florist efficiently tending to customers. The energy and beauty of the shop spark admiration but also a pang of self-doubt.
 - Music: Hopeful and childlike, setting a nostalgic tone.
- **Storyboard:**
 - Close-up shots of flowers and customers smiling.
 - Cut to the protagonist, their expression a mix of admiration and melancholy.

Herbalist Scene

Setting: The herbalist's cozy, well-organized shop.

- **Scene Description:**
 - Protagonist helps the herbalist with daily tasks, such as sorting plants and mixing remedies.
 - Dialogue hints at the protagonist's latent talent but lack of confidence.
 - Music: Light and instructional, reflecting the protagonist learning the basics.

Flashback to Magical Academy

Setting: A pen of the magical academy grounds.

- **Scene Description:**
 - Protagonist watches their peers performing grand, awe-inspiring spells. Their own failed attempts haunt them.

- Dialogue or inner monologue conveys their feelings of inadequacy.
- Music: Dramatic yet subdued, slowly shifting to a more defeated tone.

Run-Down Shop Discovery

Setting: An overgrown, dusty plant shop.

- **Scene Description:**
 - Protagonist finds the old shop abandoned. They sift through memories of better times, rekindling their desire to rebuild it.
 - Dialogue: Internal or external reflection on what the shop used to mean to them.
 - Music: Transition from defeated to wistful and hopeful.

Final Scene

Setting: The revitalized shop, now thriving with magical plants.

- **Scene Description:**
 - Customers come in, admiring the magical flora. The protagonist smiles, having found their purpose.
 - Music: A triumphant, wistful tune signaling personal and professional fulfillment.
 - **Storyboard:**
 - Close-ups of the vibrant plants and happy customers.
 - Protagonist looks out the shop window, hopeful for the future.
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6. Game World

6.1. General look and feel of the world

The general look and feel of the world is supposed to provide the user, or player, with a calm experience. The world environment uses unmaintained environments to bring players in and make them feel that there is something to work on in the game. Some of the environmental design features placed to achieve this look are, moss covering the roof of a garden, or the moving boxes placed in a store.

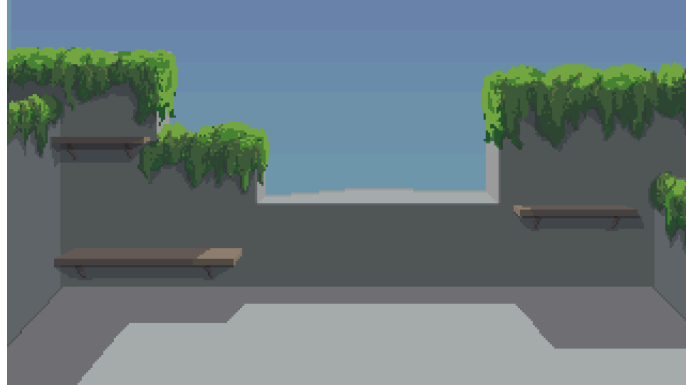
6.2. Areas

While in the game three areas were planned for Seeds and Sorcery's release. The three areas the player can explore in the game are the Rooftop Garden, the Shop, and the Indoor Garden. Each of these areas would comprise new rules and mechanics per scene and will add new content per area.

6.2.1. General description and physical characteristics

6.2.1.1. Rooftop Garden

The Rooftop Garden serves as the player's initial gardening plot, offering an open space to begin their journey. This area is carefully designed with shelving for pots and flowers, creating an inviting atmosphere that encourages creativity and growth. The design emphasizes natural light, showcasing the interplay of shadows and sunlight to highlight the plants' natural requirements.



When players first gain access to the Rooftop Garden at the start of the game, they'll notice that much of the space is overgrown and somewhat neglected. This deliberate touch conveys a sense of disrepair, reflecting the player's limited resources and modest beginnings. It sets the stage for the player's journey, illustrating that they are starting out without all the necessary tools or materials. As players cultivate and nurture their garden, the area will transform, showing their progress and growth throughout their story.

6.2.1.2 The Shop

The Shop is designed to create a warm and inviting atmosphere, making



players feel right at home when they enter. The space features hanging plants that add a touch of greenery, enhancing the open and homely feel of the shop. This botanical element not only beautifies the environment but also contributes to the relaxed and welcoming feeling of the space.

At the start of the game, players will notice tools scattered on the ground, such as watering cans and empty pots, along with moving boxes. These details are intentional, reinforcing the shop's modest and humble beginnings. They symbolize the player's initial limited resources and the effort required to build and expand their business. This setup emphasizes that the player is starting their journey without all the necessary tools or materials, highlighting the theme of growth, progress, and the idea of starting somewhere in life.

The shop is thoughtfully designed to serve as the end-of-day hub. Positioned at the center of the player's camera perspective, the entrance to the shop is prominently featured, showing its importance as the focus point where customers arrive. This central placement ensures that both the shop and the incoming customers are highlighted as vital elements of the gameplay experience. Additionally, the design emphasizes the shop's role as a concluding location for each day's activities. An "Open" sign that flips to "Closed" visually signals to players when the day has ended, reinforcing the day cycle and adding a pause for the player to prepare for the next day.

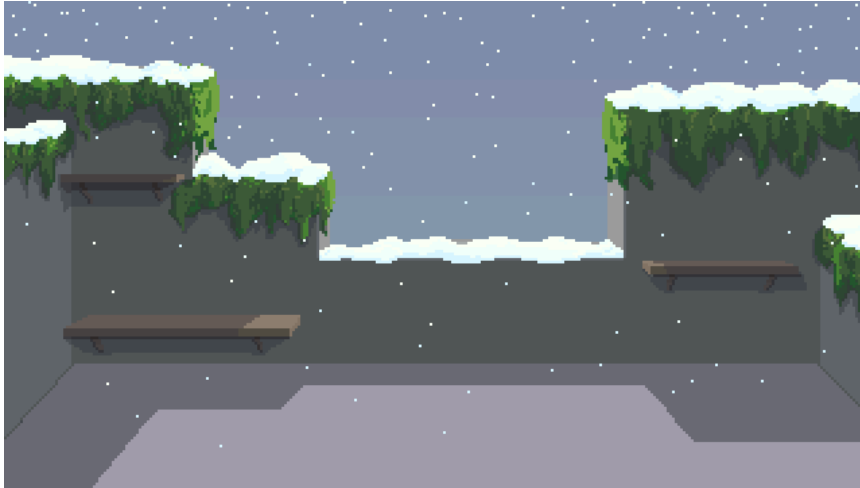
6.2.1.3 The Indoor Garden

Although not yet implemented, the Indoor Garden is envisioned as a more secluded and controlled environment within the game world, perfect for cultivating a wider variety of plants or those requiring specific growing conditions. This area is designed to provide a dedicated space for the herbalist, allowing the player to plant and nurture flowers in a specialized setting. It would be a modest room, showing tools and such around, but overall will be a more controlled/closed-off environment. This should emphasize the delicacy or the control required to grow more exotic plants.

6.2.2. How to relate to the rest of the world

Each area within the game is designed to allow the player to move freely between garden plots, and then the shop once ready. This emphasizes the direction in which a normal level is played.

Through immersive storytelling, the game gradually reveals its wizarding world, where alchemists, monsters, heroes, and magical elements coexist. Initially, environments appear ordinary, but as players progress, the settings become more whimsical and enchanted, reflecting their growing expertise and the unfolding magical narrative. This thematic progression not only enriches the player's experience but also introduces new gameplay mechanics and challenges, ensuring a dynamic and engaging world. This can be shown by the spells introduced later in the game and our outdoor garden's winter variant.



7. Characters

7.1. The Player Character

7.1.1. Back story

The player character is a just graduated student from a magic academy. They have a lot of debt from their schooling that they will need to pay off.

7.1.2. Personality

The character is meant to be a stand-in for the player and a way for them to interact with the world, so this character is meant to have little personality.

7.1.3. Appearance

The player character does not have an onscreen appearance, instead, we only see the world from their perspective. We want any player to feel as though they could be the character, and not limit the experience to one appearance.

7.1.4. Abilities

The player character primarily operates their shop. They can grow their flowers and use spells, as well as sell their flowers to characters and upgrade their shop.

7.1.5. Relevance to the story

The player character is the lens through which we see the stories of other characters. They are not meant to have as much of their own story as much as being the catalyst for change in the stories of other characters.

7.1.6. Relationship to other characters

The player character gets to talk to other characters and learn some of their stories. They also get to have an impact on the stories of other characters depending on how they fulfill the requests of the customers.

7.2. Artificial Intelligence Use in Opponent and Enemy

This game doesn't have any opponent or enemy characters, nor any need to use AI to direct them.

7.3. Non-combat and Friendly Characters

7.3.1. Granny

Initially kind and compassionate, this character is a warm welcome to the game providing initial advice and insights. Eventually, this character will undergo a transformation to a more scary wolf-like appearance that will test the player's connection to the character, and reward them for loyalty.

7.3.2 Yeti

This character is fun and compassionate, showing the player a sweeter side of the magical world. The character is never threatening despite their stature and puts the player firmly in the world of the magical.

7.3.3 Thief

The thief reappears repeatedly looking for ways to steal treasure. This character is meant to show world interaction and impact outside of the shop. Depending on how the player fulfills the requests of this character, the Dragon may or may not appear in the shop. It may be revealed that the thief is stealing from the Dragon.

7.3.4 Dragon

The dragon wants to stop an intruder from being in their lair. This character is meant to show world interaction and impact outside of the shop. Depending on how the player fulfills the requests of this character, the thief may or may not return to the shop again. It may be revealed that the thief ended up dead.

8. Levels

8.1. Tutorial/Initial 2 Weeks

- Day 1:
 - The player has internal dialogue that showcases the functions of the garden and shop.
 - They discover a opening sign that they can hang on the wall.. they discover old seed packets and pots that they can use in the garden
 - In the Garden the MC reminisces on how they used to take care of the garden of the old herbalist when they were younger.

They then direct the player on the steps they used to follow to serve a garden tutorial on taking care of plants.

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- Day 2
 - The shop is still empty but the MC keeps checking in on the plants they grew the day before. There should be sprouts and the MC's thoughts continues to guide the player in caring for sprouts.
 - This continues until day 3.
- Day 3
 - The yeti comes in to the shop and serves as the tutorial customer. The MC tries to think back on how to talk to customers like the herbalist they looked up to.
 - The yeti provides a request for a cold plant. The MC thinks about how they are not sure they have a plant for that but thinks that the closest plant they have would be the water flower. The player is then prompted to start growing the water flower.
- Day 4
 - The granny comes into the shop and requests a flower to warm the heart. The MC is prompted to look into their encyclopedia and finds that the fire flower can provide happiness. They are then prompted to plant it.
- Day 5
 - By this point the water flower should be fully grown... the MC thinks back to their wizarding school days and realizes that a spell to cause snow might be able to help make the water plant colder.
 - The player is then prompted to cast the spell. This leads to the fire flower extinguishing. The MC explains that the water flower should freeze within the day.. and that they are too exhausted to cast another spell.
- Day 6
 - By this point the player can uncast the winter spell and begin growing the fire plant again.
- Day 8
 - The yeti comes back for the ice flower. The player should have one.
- Day 10
 - The granny comes back for the fire flower.

8.2 Further Levels

- On day 14 the player will receive a letter from the magic college they attended with an invoice and debt payment plan
- Further weeks will introduce new characters and complexities.

- The third week will introduce the wind flower and earth flower, along with the thief and dragon characters.
- The fourth week will introduce crossbreeding
- The fifth week will introduce new weather spells
- Each week will teach the player a new mechanic. They will have to learn about the types of plants that can grow together, what ones can crossbreed, and which ones are affected by certain spells. Each week will also get harder as npc will have tighter deadlines for plants and many will have conflicting plants that will need to be grown separately.

9. Interface

9.1. Visual System

9.1.1. HUD

The Hads-Up Display (HUD) in *Pots and Petals: Seeds of Sorcery* is minamalist and non-intrusive, designed to maintain the cozy and immersive atmosphere.

- **Top Panel:**
 - Gold Counter: Displays current gold balance, used for purchasing seeds, tools, and upgrades.
 - Day Tracker: Shows the current day of the week and week number.
 - Debt Countdown: Indicates the remaining time before next debt payment is due
- **Garden Phase HUD:**
 - **Toolbar:** Shows selectable tools such as a watering can, spade, and spellbook.
 - **Seed Menu:** Displays available seeds for planting.
 - **Plant Indicators:** Small icons above plants, signaling needs like water, sunlight, or magical enhancements.
 - **Biome Toggle:** Displays current garden biome (e.g., normal, winter) and allows switching if spells are cast.

9.1.2. Menus

Main Menu:

- **Continue:** Loads the last saved game.
- **New Game:** Starts a new playthrough.
- **Options:** Adjusts settings (audio, controls, graphics).
- **Quit:** Exits the game.

Pause Menu:

- **Resume:** Returns to the game.
- **Save:** Saves current progress.
- **Options:** Adjusts settings.
- **Exit to Main Menu:** Returns to the main menu (with a confirmation prompt).

Inventory Menu:

- Organized into tabs for seeds, tools, harvested plants, and magical items.
- Includes sorting options (e.g., alphabetical, by type).

Customer Request Menu:

- Displays active requests and deadlines.
- Includes a search feature for quick reference to similar past requests.

9.1.3. Camera model

- The game uses a fixed first-person perspective during the shop phase and a fixed top-down perspective during the garden phase.
- Smooth transitions occur between phases to maintain immersion. For example:
 - **Shop to Garden:** A subtle zoom-out and pan to the garden area.
 - **Garden to Stock-Up:** A fade-to-black transition to the shop catalog screen.

9.2. Control System

The player controls the game through a point and click interface. They perform actions through a series of dialog menus and inventory interactions.

9.3. Audio, music, sound effects

9.4. Game Art – intended style

The game style is comforting and cozy pixel art. It's in a 32 bit style so it does not look retro, but still has the character of a pixel art style.

9.5. Help System

In-Game Help:

- An optional tutorial introduces players to core mechanics during the first week of gameplay.
- Help pop-ups appear contextually during new actions (e.g., "Click here to open the catalog").