The Neural Grove: Generated POC Assets

This document contains the generated assets required to build the Proof of Concept (POC) for the first 10 lessons of "The Neural Grove." The visual assets are provided as complete, ready-to-use SVG code. The audio assets are described with detailed production notes for a sound designer.

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1. Visual Assets (SVG Code)

These assets are designed to be minimalist, scalable, and easily manipulated with code.

1.1. `seed.svg`

A simple, dormant seed.

```
<svg viewBox="0 0 100 100" xmlns="http://www.w3.org/2000/svg">
  <ellipse cx="50" cy="50" rx="15" ry="10" fill="white"/>
</svg>
```

1.2. `seedling_root.svg`

The seed with its first root.

```
<svg viewBox="0 0 100 100" xmlns="http://www.w3.org/2000/svg">
  <ellipse cx="50" cy="45" rx="15" ry="10" fill="white"/>
  <path d="M 50 55 v 20" stroke="white" stroke-width="2" stroke-linecap="round"/>
</svg>
```

1.3. `seedling_sprout.svg`

The seedling with a root and a sprout.

```
<svg viewBox="0 0 100 100" xmlns="http://www.w3.org/2000/svg">
  <ellipse cx="50" cy="55" rx="15" ry="10" fill="white"/>
  <path d="M 50 65 v 20" stroke="white" stroke-width="2" stroke-linecap="round"/>
  <path d="M 50 45 Q 40 30 45 20" stroke="#90EE90" stroke-width="2" fill="none" str
```

```
    <path d="M 50 45 Q 60 30 55 20" stroke="#90EE90" stroke-width="2" fill="none" str
  </svg>
```

1.4. `seedling_leaf.svg`

The seedling with a larger leaf structure.

```
<svg viewBox="0 0 100 100" xmlns="http://www.w3.org/2000/svg">
  <ellipse cx="50" cy="60" rx="15" ry="10" fill="white"/>
  <path d="M 50 70 v 15" stroke="white" stroke-width="2" stroke-linecap="round"/>
  <path d="M 50 50 C 30 45 40 20 50 15 C 60 20 70 45 50 50" fill="#90EE90"/>
</svg>
```

1.5. `seedling_flower.svg`

The seedling with a simple flower.

```
<svg viewBox="0 0 100 100" xmlns="http://www.w3.org/2000/svg">
  <ellipse cx="50" cy="70" rx="15" ry="10" fill="white"/>
  <path d="M 50 80 v 10" stroke="white" stroke-width="2" stroke-linecap="round"/>
  <path d="M 50 60 C 30 55 40 30 50 25 C 60 30 70 55 50 60" fill="#90EE90"/>
  <circle cx="50" cy="15" r="8" fill="white"/>
  <circle cx="50" cy="15" r="4" fill="yellow"/>
</svg>
```

1.6. `light_yellow.svg`

The gentle, positive light source.

```
<svg viewBox="0 0 100 100" xmlns="http://www.w3.org/2000/svg">
  <defs>
    <filter id="softGlow" x="-50%" y="-50%" width="200%" height="200%">
      <feGaussianBlur stdDeviation="5" result="coloredBlur"/>
      <feMerge>
        <feMergeNode in="coloredBlur"/>
        <feMergeNode in="SourceGraphic"/>
      </feMerge>
    </filter>
  </defs>
  <circle cx="50" cy="50" r="20" fill="#FFD700" filter="url(#softGlow)"/>
</svg>
```

1.7. `light_red.svg`

The harsh, negative light source.

```
<svg viewBox="0 0 100 100" xmlns="http://www.w3.org/2000/svg">
  <defs>
    <filter id="harshGlow" x="-50%" y="-50%" width="200%" height="200%">
      <feGaussianBlur stdDeviation="3" result="coloredBlur"/>
      <feMerge>
        <feMergeNode in="coloredBlur"/>
        <feMergeNode in="SourceGraphic"/>
      </feMerge>
    </filter>
  </defs>
  <polygon points="50,10 61,40 98,40 68,62 79,95 50,75 21,95 32,62 2,40 39,40" fill
</svg>
```

1.8. `droplet_water.svg`

A single droplet of water.

```
<svg viewBox="0 0 100 100" xmlns="http://www.w3.org/2000/svg">
  <path d="M 50 10 C 50 10 20 50 50 90 C 80 50 50 10 50 10" fill="#87CEEB"/>
</svg>
```

1.9. `tree_of_wisdom.svg`

The icon for the user's skill tree.

```
<svg viewBox="0 0 100 100" xmlns="http://www.w3.org/2000/svg">
  <path d="M 50 90 V 40" stroke="white" stroke-width="4" stroke-linecap="round"/>
  <path d="M 50 55 L 30 35" stroke="white" stroke-width="3" stroke-linecap="round",
  <path d="M 50 50 L 70 30" stroke="white" stroke-width="3" stroke-linecap="round",
  <circle cx="50" cy="25" r="20" fill="none" stroke="white" stroke-width="3"/>
</svg>
```

2. Audio Asset Production Notes

2.1. `chime_positive.wav`

- **Description:** A soft, single, major-key chime.
- **Feeling:** Gentle feedback, affirmation, quiet success.
- **Instrument:** A single bell tone, perhaps from a glockenspiel or a digital sine wave with a soft attack and medium decay.
- **Duration:** ~0.5s.

2.2. `chime_triumph.wav`

- **Description:** A bright, harmonious chord.
- **Feeling:** Milestone achieved, a moment of discovery and beauty.
- **Instrument:** A multi-layered sound. A soft pad in a major key (e.g., C Major) combined with a brighter, resonant bell or harp arpeggio.
- **Duration:** ~1.5s, with a gentle fade-out.

2.3. `buzz_negative.wav`

- **Description:** A low-frequency, dissonant buzz.
- **Feeling:** Incorrect action, gentle warning, disharmony.
- **Instrument:** A low-frequency square or sawtooth wave with slight distortion. It should be jarring but not unpleasant. Avoid overly aggressive or "game over" sounds.
- **Duration:** ~0.5s.

2.4. `hum_low.wav`

- **Description:** A gentle, sustained low hum.
- **Feeling:** Sustained action, focus, potential energy.
- **Instrument:** A pure, low-frequency sine wave. Should be felt more than heard, almost like a subtle vibration.
- **Duration:** Loopable.

2.5. `plink_water.wav`

- **Description:** A clear, high-pitched water droplet sound.
- **Feeling:** Refreshing, clean, a single clear event.
- **Instrument:** A synthesized "water drop" sound or a high-quality recording. It should have a clean transient and a very short reverb to simulate a drop hitting a surface.
- **Duration:** ~0.3s.

2.6. `unfurl_plant.wav`

- **Description:** A soft, organic rustling or stretching sound.
- **Feeling:** Growth, nature, slow and deliberate movement.
- **Instrument:** Could be a foley recording of leaves unfurling or paper being gently crumpled and then reversed. The key is a soft, organic texture.
- **Duration:** ~1.0s.

2.7. `whoosh_ambient.wav`

- **Description:** A soft, airy whoosh sound.
- **Feeling:** Transition, passing time, gentle movement.
- **Instrument:** A filtered white noise sweep (a "swoosh" sound) but with the high frequencies rolled off to make it airy and non-intrusive.
- **Duration:** ~2.0s.