

W1

How would you describe this game world in **objects**?

- player
- flower (prefab)
- background (tilemap)
- UI
 - “Seeds planted: “ + x;
 - “Seeds remaining: “ + x;
- camera

What **attributes** and **actions** do these objects have?

Actions (player)

- planting seed
 - Update method
 - Instantiate a plant where player is
- walking (all directions)
 - Update method

Attributes

- Member variable player class:
 - private int _seed = 5;
 - private GameObject _flowerPrefab;
- The plant is unable to move
- OnTriggerInput(“space”);
 - Plant Seed

How do these objects act on or **affect each other**?

- The object is instantiated at the player’s location within the scene
- Camera is not affected by the player movement, it is static
- Seed ui is getting changed when player plants a seed

W2

