

GCompris activity proposal - Farming

This is a personal project, it isn't a proposal to enter GSoC or similar.

Objective of the activity: Teach children how to take care of a plant, how farming works and the impact farming can have on the planet..

Gameplay: The goal of the game is collecting enough fruit/veggies in the basket without making the world too sad.

The game starts with plantable spaces filled with trees. To plant, children need to tear down a tree using the axe. Doing so will free up a space to plant, but it has the consequence that the world (represented by a drawing of the world with a face) will become slightly unhappy. Tearing down all trees will make the world become sick, and the game ends.

To make the world happier, the children can plant tree saplings that grow like other plants (needing time to grow, needing water, etc.) once the tree is fully grown, the happiness of the world will increase.

To get food, children can choose between planting fruit or vegetable seeds. After planting, children can either use fertilizer to speed up the plant growth (once per plant), water the plant (watering can) or remove the plant from that spot (shovel).

The plant grows from seed -> sapling -> grown plant that can be harvested.

Vegetables need to be re-planted once harvested, fruit bushes will respawn more fruit after a while.

Plants randomly ask water (a water drop icon below the plant appears). Plants need to be watered at least once to grow or wield fruit again. If the plant is watered too much, it'll die.

The plant won't die if it isn't watered because it would imply in a death timer and there shouldn't be time limits in the game in order to make it inclusive.

If the child plants a plant next to a tree, the plant will require less manual watering and will grow faster.

Difficulty Settings: Difficulty settings affect how many plantable spots appear and/or how many food the child needs to fill the basket.

Interactive elements:

Axe - tears down the plant

Watering can - water plants

Fertilizer - fertilize a plant

Veggie seeds - plant a vegetable

Fruit seeds - plant a fruit bush

Sapling - plants a sapling

Non-interactive elements:

The world - at the beginning of the game, the world starts with a happy face, and becomes unhappier the more trees are axed to make space for plantation.

Baskets - there are two baskets, a fruit basket and a vegetable basket. The children need to plant and harvest to fill these baskets.

Plant elements:

Clock - how much time left for the next stage of plant growth/next harvest (distinguishable by color).

Water drop - Plant needs water (when this shows the growth/harvest clock pauses)

Crossed-out drop - Too much water, if kid waters it again the plant will die

Basket - plant is ready for harvest

Timetable:

Make art needed for the project - +/- 4 weekends

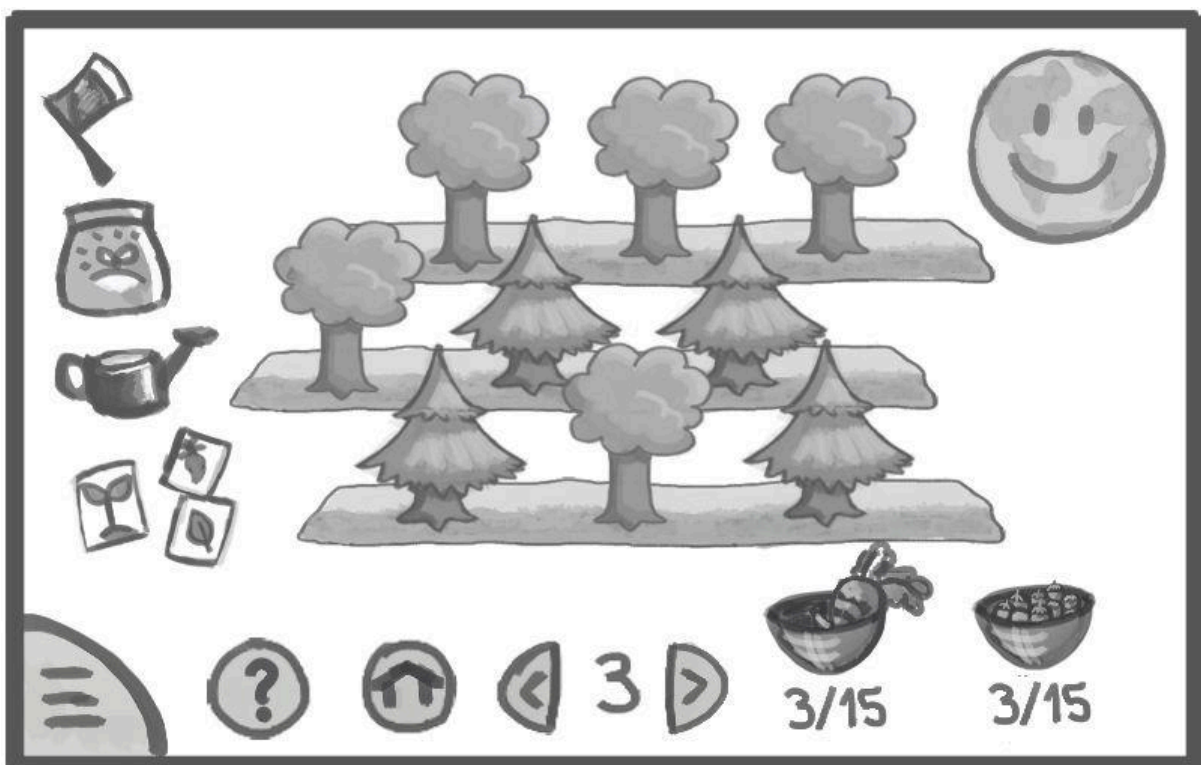
Implementation - +/- 8 weekends

Fine-tuning - +/- 4 weekends

Reviews and corrections related to reviews - +/- 4 weekends

Concept art: (the final activity will be in color)

Main View



Harvestable Plant Stages



Plantable Area Detail

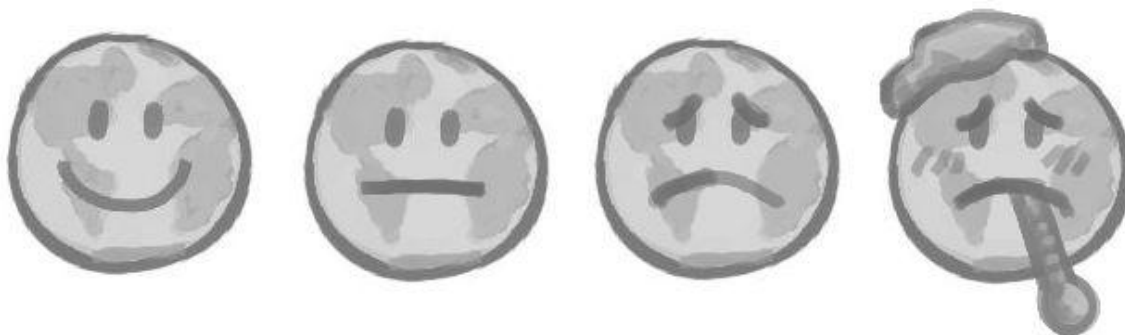


Plant alert icons (Ready to harvest, needs water, too much water)

Not pictured: Plant already fertilized icon (checkbox)



Planet Moods:



happy-average-sad-sick (from best to worst)