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GDD

Pocket Planter

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## Overview

### Concept

Pocket Planter is a relaxing, idle phone game with a focus on positive mental health. Players grow plants in their own window box by watering and caring for their plants. Telling plants stories helps them to grow.

Players can collect their grown flowers in a keepsake book, where they can name the flower and write down a memory that they shared with the flower.

### Target Platforms

Though this demo will only be available on Android, the full target platforms are as follows:

- IOS
- Android

### Genre

Idle Game

### Target Audience

Age: PEGI 3 or 4+ app store rating

The game has nothing offensive and no adult themes. The game is targeted to a young teen and up audience, including anyone who might suffer from mental health struggles. It is not unsuitable for any ages, but users will need to be literate.

## Core Gameplay

### Gameplay Loop

Pocket Planter has a very simple loop, pick a planter, help the plants grow and collect the plants in the keepsake book.

### Mechanics

- Customisable plant pot.
- Customisable plant pot pet. *(Not available in demo)*
- Plant seeds to grow flowers.
- Water plants.
- Talk to plants.
- Delete plants.
- Collect plants.
- Change background music.

- Name plants.
- Save game.
- Receiving seeds via post. *(Not available in demo)*
- Seed/Plant wish list. *(Not available in demo)*

### Plants *(Not all plants will be available in the demo.)*

- Ground plants: Geraniums, Sunflowers, Marigolds, impatiens.
- Hanging flowers: Petunia, Ivy Geranium, Spider Plant, Hanging Fuchsia.

### Pets *(Not all pets will be available in the demo.)*

- Choice of: Bee, Snail, Spider, Caterpillar.

### Controls

- Touch screen controls.
- Select input mode from HUD.
- Touch the flower to affect it.

### Saving and loading

Saving will be automatic on planting a flower, picking a flower, deleting a flower, or quitting the game.

## Plot & The World

### Plot *(Not available in the demo)*

Small items and letters to be visible through the window that gives the world an alive feeling. Letters will be available for the player to read, offering new seeds for the player to plant and the ability to grow a plant wish list.

### Setting

A garden window box. Possible optional interiors and house type customization to be available in the wider game.

## Art and Music

### Art Style

Realistic art style but low poly.

### Music

- Title/Menu Music to be a meditative looping melody.
- Calm/relaxing music to be used on the in-game MP3 player.

## Sound effects/foley.

- Small creature mumbling for pet “talking”.
- Page turning for keepsake book.
- Dig sound.
- Save jingle.

## Technical Details

### Engine

The game will be built within Unreal Engine 5.3 using blueprints with no plan to use C++ at this point.