

weBloom.
a mini plant nursery



by Eva Evgenidis

Prototype Details



weBloom, a mini plant nursery, will be a web browser game, utilising the drag and click actions. The name of my mini game correlates with the themes of selflessness and blooming and growing collectively, signifying how our fruitful words and actions benefit those around us, therefore we all grow. The game itself will centre around the theme of growth. In terms of the interaction features, clicking the Watering Can waters the plant, which changes the pot from empty, to a fully grown plant. The time and stages of growth for the plant may be added to my prototype however at this point I am still deciding on this. For the drag action, the user will be able to drag the pot to a spot on the shelf to decorate the shop, as well as changing the colour of the pot. As my chosen context is a game, the focus is on how these interactions guide the user towards decorating the shop. Clicking the Watering Can button produces a desired outcome, a plant in the pot to decorate the room, therefore the user is inclined to add another plant to the room. The user will then rely on two buttons, adding another plant and watering the plant. I am also deciding on whether I will have the pots displayed or a separate button to add a new pot.

<https://shawcat.itch.io/living-for-plants>



<https://www.coolmathgames.com/0-papas-pizzeria>



<https://truebiger.itch.io/little-chef>

Website Examples

I found a few websites that aligned with my chosen context and used both my chosen actions.

1.

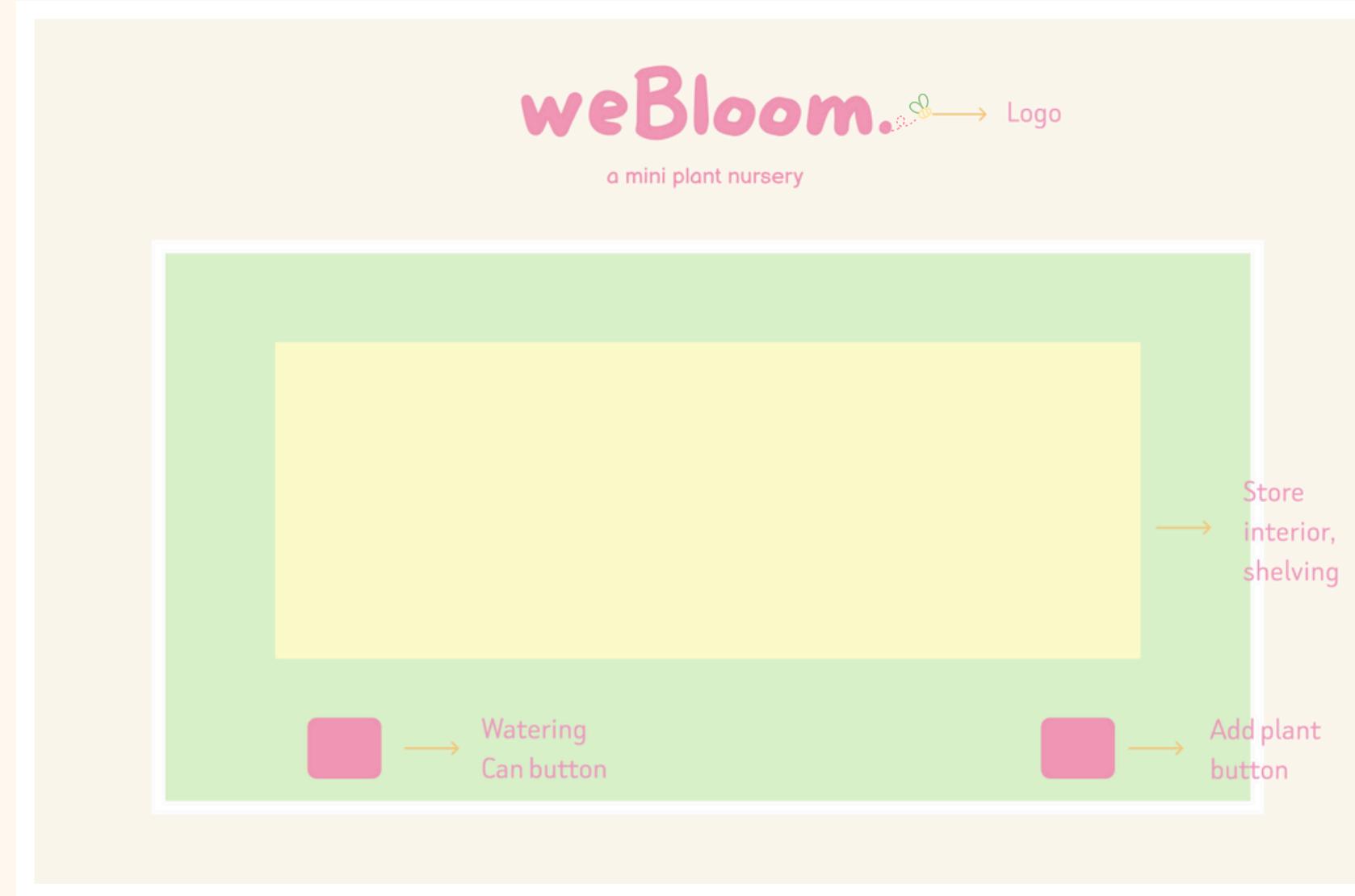
The first website is an itch.io game which is closely aligned with my prototype concept, a plant nursery. The design which I envisioned is evident here. The position for each item such as the watering can and garden tools is similar to my desired layout, as well as the ability to decorate the store.

2.

The second website is from CoolMathsGames, Papa's Pizzeria, which features the drag and click action. It also aligns with my chosen context of a game. After taking an order from a customer the user must place the requested ingredients onto the pizza.

3.

Lastly the third website is also from itch.io, the game mainly includes the drag action, to drag ingredients into the pot.



Visual Plan

I have created a rough visual plan for my interactive web browser in Figma. This is a draft layout design which encapsulates the main aspects of the page. I have annotated the buttons, images and items which are clickable and draggable for the user. I haven't represented each element in depth as I am in the process of developing the design.

Thank you for listening

