



Houseplant Care Simulator

Houseplant Care Simulator tells a story about a doctor by the name Eric, who got into caring for plants as means of stress relief outside of work. The player can help Eric by acquiring new plants using the **in-game computer**, and by learning how to care for them using the **Plantipedia** – encyclopedia of Houseplant Care Simulator. Then the player can apply that knowledge by playing as the game character, giving the virtual plants a sufficient amount of light, and watering them according to instructions from the in-game computer.



Goals

- ❖ Serving as a source of knowledge about **care** for a selection of **houseplants**. The game tries to achieve it through various game mechanics like watering, light level of houseplants, and an in-game computer.
- ❖ Mental health promotion and demonstrating how houseplants can affect the mental health and **stress levels** of people

Future developments

Some of the features planned to be implemented in the future are as follows:

- ❖ soil-changing and temperature-effect mechanics that would also affect plant's well-being
- ❖ visual representation of plant growth, leaf colour change based on plant's well-being
- ❖ more furniture and ability to put plants on the window seals



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Project page
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