

- each flower is a diff. chord (or same chord but diff. timbre)

- root = happiness

- 3rd = sun

- 5th = rain

→ each flower is one note
(3 voices, each of which
can independently go
in/out of tune based on health)

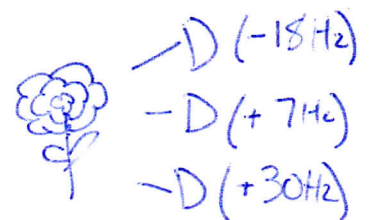
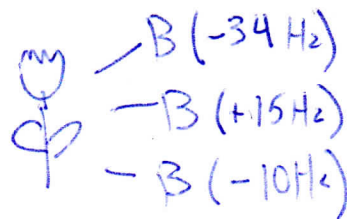
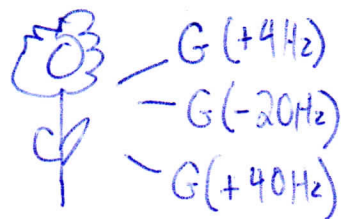
- all parameters start at -10

- as each parameter approaches 0, the note gets more in tune

- at 0, plants are "happy" and will play in tune but will not grow

- once all parameters are at 10, plant will grow & all parameters will reset to -10

- plant will emit particles in whatever color corresponds to the thing they need most (blue = rain, yellow = sun, pink = love)



as health improves, all values move toward "target" note until
sonorous major chord is heard

