- Each flower is a different chord (or same chord but different timbre)
  - Root = happiness
  - 3rd = sun
  - 5th = rain
  - Each flower is an 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 revert to -10
  - Plant will emit particles in whatever color corresponds to the thing they need most (blue = rain, yellow = sun, pink = love)

\[
\begin{align*}
\text{G} & (+4\text{ Hz}) & \text{B} & (-34\text{ Hz}) & \text{D} & (-15\text{ Hz}) \\
\text{G} & (-20\text{ Hz}) & \text{B} & (+15\text{ Hz}) & \text{D} & (+7\text{ Hz}) \\
\text{G} & (+40\text{ Hz}) & \text{B} & (-10\text{ Hz}) & \text{D} & (+30\text{ Hz})
\end{align*}
\]

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