

droplet diligence

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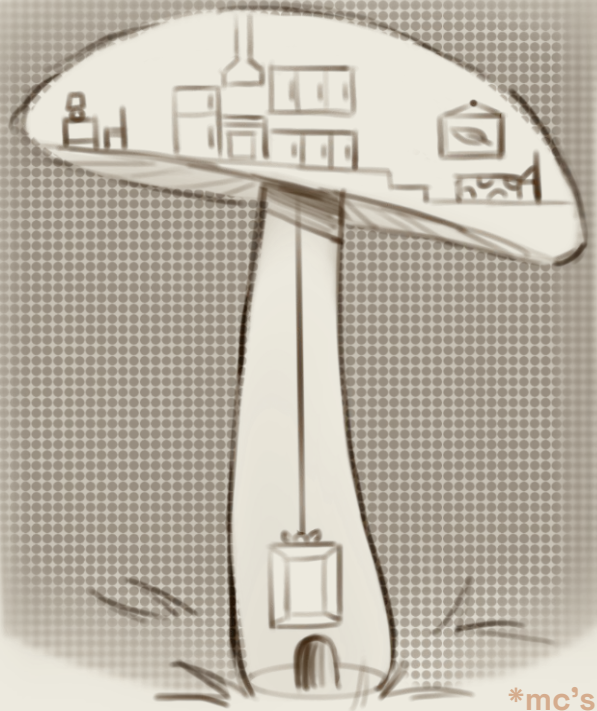


HOME <3

premise of the game:

evil plants take over the land and wither surrounding plants. it's the player's duty to help bring life back to those plants with their own supply of water.





*mc's house

type of game:

3rd person, visual novel & management simulator

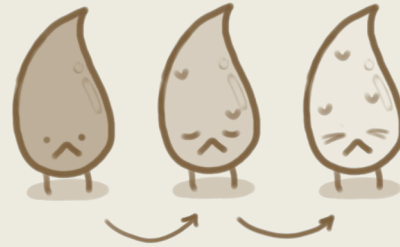
world:

- plant society
- since the player is so small, everything looks huge from their perspective

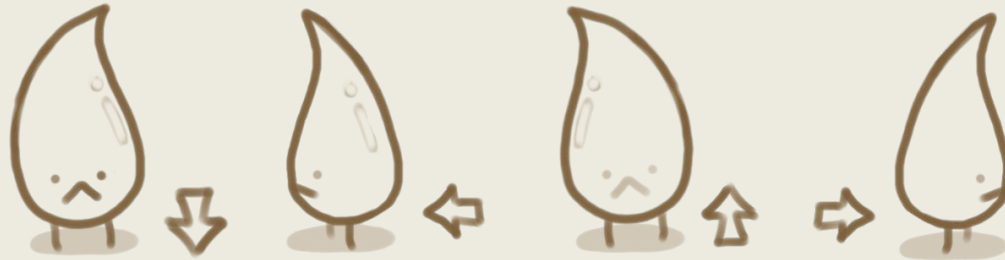
who you play as:

water droplet guy, “droplet”

- uses water they've collected but eventually will run out
(metaphor for burn out and taking care of yourself)



- the only one who can talk to/hear the withered plants
- small character, big heart



gameplay notes:

- to regain lost water, the player must either wait for it to refill or do things to speed up the process
- after watering the plants the player will receive rewards
- the villains are venus fly traps and *monstera* plants



placeholder concept art





thank you!

