

# PROCJAM GARDEN BUNDLE

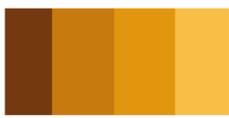
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Hey! Here's just some quick info about this bundle that (I hope) should help you with your programming.

**The garden bundle** has most of the assets needed to make a garden, including trees, flowers, bushes, shrubs, grasses, and other seed based fruit-bearing organisms! Not only can you customize the plants with the assets provided, but I used a single palette across the bundle, so you can customize their colors should you wish to do so:



<b>r</b>	233	173	140	92	72	46	79	126	193	204	255	160	93	176	238	24
<b>G</b>	255	255	195	135	99	62	∅	∅	∅	79	210	∅	116	203	255	59
<b>B</b>	202	∅	23	1	14	12	∅	∅	∅	78	204	∅	124	212	202	70



<b>r</b>	116	199	226	249
<b>G</b>	57	123	160	190
<b>B</b>	14	14	14	70

## Trunk Assets

Some things to know about the trunk assets, used to build the bases of trees:

Unlike most other assets in this bundle which can be arranged organically, trunk assets are made as tiles, and can be stacked up next to each other to form different shapes (of course, if you want to arrange them organically anyway, feel free! There are no rules in this mad game of life!!!). All of the trunk assets are named "TrunkXX" where "XX" is a two digit number starting from "00" and going up by 1.

- "Trunk00" is a root tile. You can tile and flip it horizontally, but not vertically
- "Trunk00" is a root tile also, meant to be placed on either side of a "Trunk00" tile.

- “Trunk02” is a trunk body tile. It can be tiled both vertically and horizontally, and flipped both vertically and horizontally to add variety.
- “Trunk03” and “trunk04” are branches. They can be tiled next to “Trunk02” tiles.

## **Stem and Fruit Assets**

Some things to know about the stem and fruit assets

Each asset is named either “NameXX” or “NameXX\_YY”, the name being either “fruit” or “stem”, where both “XX” and “YY” are two digit numbers starting with “00” and going up by 1.

- If an asset is named “NameXX”, it’s a base asset
- If an asset is named “NameXX\_YY”, it’s a decoration that can be overlaid on “NameXX” (if XX is the same number for both assets) to add shape or color variation.
  - “**Stem00\_03**” belongs to the stem group of assets, but is the only one that doesn’t follow this rule. It’s a stem cap, and is for putting on the end of the “Stem00” asset to make it look more organic.

## **Flower, grass, and Leaf Assets**

Some things to know about the flower, grass, and leaf assets:

Each asset is named “NameXX”, the name being either “flower”, “grass” or “leaf”. “XX” is a two digit number that starts with “00” and goes up by 1.