

Forum:[Hack Forums](#)

Thread: [Bonsai Bliss Tree Simulator or vBonsai on BB10](#)

LordLatch - November 4, 2012, 8:04 am

Here is a screen shot of my next game:

You will grow your tree from a seed and care for it and shape it to your whim using real(virtually) bonsai techniques. Watering and feeding schedules will be determined based on seasons and whether or not the tree is in training(stress) and health, etc.

Here you can see a few trees grown by the app on my phone:

[Video: http://www.youtube.com/watch?v=twG_PZF95IA]

[Progress is being posted on my blog.](#)

Eternal. - November 4, 2012, 11:25 am

Looks very interesting, what is the ETA on it?

carbira1 - November 4, 2012, 3:38 pm

Cool. Be sure to post when it's done.

LordLatch - November 4, 2012, 4:48 pm

(Nov 4, 2012 12:25 PM)?TERNAL Wrote: [\[CITE\]](#) Looks very interesting, what is the ETA on it?

Roundabout a month more coding left, I believe.

(Nov 4, 2012 04:38 PM)carbira1 Wrote: [\[CITE\]](#) Cool. Be sure to post when it's done.
Will do!

AsHperson - November 5, 2012, 2:40 pm

Sounds like an interesting and unique game, I hope it gets out there, I look forward to checking it out when you get it out there on the play store. Could you please post a link of it somewhere in this section later when its ready?

LordLatch - November 6, 2012, 2:48 pm

(Nov 5, 2012 03:40 PM)AsHperson Wrote: [\[CITE\]](#) Sounds like an interesting and unique game, I hope it gets out there, I look forward to checking it out when you get it out there on the play store. Could you please post a link of it somewhere in this section later when its ready?
I will.

Spoiler [\(Click to View\)](#)My first game here: [FlaTank](#)

LordLatch - November 16, 2012, 8:21 am

BUMP and update:

Whew! The trimming algorithm was difficult!

...well not the trimming part but rearranging the database after removing tree cells from it to make room for more to grow. My phone starts to lag when the database has more than 5000 cells so I made that the limit on which the total allowed biomass is calculated.

Watch for a demo video in the next few days.

Eternal - November 16, 2012, 6:15 pm

(Nov 4, 2012 05:48 PM)latch Wrote: [\[CITE\]](#) Roundabout a month more coding left, I believe.

Will do!

I look forward to its release, send me a message when it's done.

Cores - November 16, 2012, 8:20 pm

Looks nice. Message me too when you've got it done. I'll be getting my Nexus 4 hopefully soon.

LordLatch - November 16, 2012, 9:46 pm

(Nov 16, 2012 09:20 PM)Fegelein Wrote: [\[CITE\]](#) Looks nice. Message me too when you've got it done. I'll be getting my Nexus 4 hopefully soon. (Nov 16, 2012 07:15 PM)?TERNAL Wrote: [\[CITE\]](#) I look forward to its release, send me a message when it's done.

Will do. I'm releasing the limited capability beta on BlackBerry PlayBook and QNX 10 this weekend. So if any of you have one of those devices, it will be available as soon as RIM approves it.

Deployment - November 16, 2012, 9:50 pm

Sounds very interesting. Will definitely check this out when it comes to the App Store.

Now for some moneymaking...

You need to be able to check out others trees...etc.

Then you can buy seeds...like buy special trees, that others can check out etc.

Also, you can buy axes...to chop down others trees.

Hahah, just some ideas! Looking forward to the release date!

LordLatch - November 16, 2012, 10:07 pm

Yes, I want to have a leader-board where the highest scores or something will have their trees displayed. Other species will either be in a paid version or in app purchase. Also an easter egg will be(If you find it) where you trim the tree and it screams and blood shoots out- haven't decide how I will implement that but it will be in there.

LordLatch - November 30, 2012, 7:32 pm

Here is a video showing trimming and gauges in action:

[Video: http://www.youtube.com/watch?v=_d70H622JZQ&list=UL]

LordLatch - December 28, 2012, 10:14 am

The burn.

[Video: <http://www.youtube.com/watch?v=OgFJZoPGa-w>]

Cores - December 28, 2012, 3:51 pm

(Dec 28, 2012 11:14 AM)latch Wrote: [\[CITE\]](#) The burn.

Looks good so far. Once you get it done, I'll check it out once you release an apk/ release to Play store.

LordLatch - December 30, 2012, 7:11 pm

Right on! Today, I have been coding the achievements and I'm getting excited. If you can keep your

tree alive for x amount of years, something really great happens! Wee! Probably will have to be a separate leader board for those who have that achievement.

This game is almost release worthy!
Be sure to follow me on twitter @flatankprime

c0ffee - January 1, 2013, 4:25 pm

Very nice, I looked forward to an app like this. Do the trees grow in realtime?

LordLatch - January 1, 2013, 4:30 pm

No, no don't have to be that patient.

You hit the go/gro button and it ages however long you have the schedule set for. A month, a season, or a decade. The water and fertilizer frequency is set in that menu also and will determine if your tree will stay alive.

c0ffee - January 1, 2013, 4:35 pm

A lot of research, calculations and hours of programming have gone into this project. I'll be waiting for the official release! :D

LordLatch - January 2, 2013, 6:30 pm

Aye!

I just looked- it has taken almost 3 months of coding and research. I checked out every book the library had on Bonsai and ended up buying one that has a couple nice charts in it. Coded. I modeled the pointer and the fire in Blender. Coded. I listened to a buttload of Japanese music and coded some more. Plus I wrote 9 other apps in November and December for the BlackBerry10 Port a thons(another coming next week)

It is strange how gratifying it is to snip tree limbs off a digital tree and make them grow back. [Here is the helpfile if you would like to see it.](#)

I'm setting the release date at Friday January 18th, 2013.

Just a few more things to do and some testing. PM if you are interesting in beta testing- I think I will open that up this weekend.

LordLatch - January 6, 2013, 8:24 am

BUMP As the above post indicates, Beta testing is open now. If you would like to try it out PM me.

Ynne - January 7, 2013, 5:18 am

Looks really interesting and fun, I'll drop you a PM.

Mr. Noodle™ - January 8, 2013, 11:21 am

Hey man, can you upload the .apk and send me the download please, id like to run this on my htc one s.

also ill hand up and say iv had and used if you make a new thread selling it

thanks,
noodle

LordLatch - January 8, 2013, 5:00 pm

(Jan 7, 2013 06:18 AM)Ynne Wrote: [\[CITE\]](#) Looks really interesting and fun, I'll drop you a PM.

(Jan 8, 2013 12:21 PM)PC-Noodle Wrote: [\[CITE\]](#) Hey man, can you upload the .apk and send me the download please, id like to run this on my htc one s.

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thanks,

noodleYou got it! Both of ye!

Spoiler ([Click to View](#))Shortington shortology shorterific

LordLatch - January 16, 2013, 7:43 am

BUMPing my spam. Beta testing is almost over. The release is nigh!

LordLatch - January 18, 2013, 2:48 pm

Release pushed back to Monday- Sorry!

Coding for Blackberry this weekend..

On?x - January 18, 2013, 2:53 pm

fine its your project and all, but please stop bu mping -.-

LordLatch - January 18, 2013, 8:18 pm

(Jan 18, 2013 03:53 PM)?AaR. Wrote: [\[CITE\]](#) fine its your project and all, but please stop ing -.-
I'm not.

Spoiler ([Click to View](#))Shorteriffic shortalogical shortington shortenhiemer

HxC_Pokecore - January 19, 2013, 2:42 am

I wanted to play it though :(

I was waiting until I got my new Note 2 and I check again and you've pushed the release date back and stopped the beta :(

LordLatch - January 19, 2013, 7:26 am

(Jan 19, 2013 03:42 AM)HxC_Pokecore Wrote: [\[CITE\]](#) I wanted to play it though :(

I was waiting until I got my new Note 2 and I check again and you've pushed the release date back and stopped the beta :(

I forgot I made the beta die yesterday. :(

I was wanting to make an instruction video before the release but that will have to wait I guess..

I caved and published it under Bonsai Bliss. It will be available in the next couple hours.

Update - its live right here:

<https://play.google.com/store/apps/details?id=virtual.bonsai#?t=W251bGwsMSwxLDIxMiwidmlydHVhbC5ib25zYWkiXQ..>

Sapphire_Star - January 19, 2013, 12:26 pm

Its alright, but it needs a bit of work. No instructions in game, and its fairly choppy on the scroll, even on the Rezound.

LordLatch - January 19, 2013, 12:30 pm

(Jan 19, 2013 01:26 PM)Nurdface Gamerhandz Wrote: [\[CITE\]](#) Its alright, but it needs a bit of work.
No instructions in game, and its fairly choppy on the scroll, even on the Rezound.

Can't do too much on the choppiness as the app has to read 5000 tree cells every time your cursor stops, but as far as the instructions, here is a repost:

The help file was always there, but you can find it here too:

<http://egdahl.com/vbonsai/helpfile/bonbliss.htm>

Or the search button will bring up the help file

Or the menu button will bring up the menu which have a link to the help file.

Or click on the GAUGE on the main screen will bring up the menu which have a link to the help file.

Or you can tap where it says "Help?" in the middle of the top of the screen..

The help file even has pictures!

Sapphire_Star - January 19, 2013, 12:41 pm

(Jan 19, 2013 01:30 PM)latch Wrote: [\[CITE\]](#) Can't do too much on the choppiness as the app has to read 5000 tree cells every time your cursor stops, but as far as the instructions, here is a repost:

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Or you can tap where it says "Help?" in the middle of the top of the screen..

The help file even has pictures!

Thank you, rating updated on Google Play

LordLatch - January 19, 2013, 12:48 pm

Thank YOU.

I was apprehensive about putting a link to the help on the main screen but I don't suppose the player really needs to see what season it is. There are differences in evaporation and water and fert intake between the seasons, but that only becomes crucial if you are nursing sick tree back to health.

Sapphire_Star - January 19, 2013, 1:17 pm

(Jan 19, 2013 01:48 PM)latch Wrote: [\[CITE\]](#) Thank YOU.

I was apprehensive about putting a link to the help on the main screen but I don't suppose the player really needs to see what season it is. There are differences in evaporation and water and fert intake between the seasons, but that only becomes crucial if you are nursing sick tree back to health.

If I were you I'd put help at the cursor:

here [\(Click to View\)](#)

LordLatch - January 19, 2013, 1:25 pm

Oh you are still using an old version. Update it and you'll see I put "help" where it says "winter" and the cursor is way smoother now that I cranked the timer.interval way down.

Sapphire_Star - January 19, 2013, 1:33 pm

(Jan 19, 2013 02:25 PM)latch Wrote: [\[CITE\]](#) Oh you are still using an old version. Update it and you'll see I put "help" where it says "winter" and the cursor is way smoother now that I cranked the

timer.interval way down.

Only suggestions I'd make are pinch to zoom if possible and maybe center the cursor on touch instead of having it out to the left, its hard to get used to the cursor as-is (make it an option?)

LordLatch - January 19, 2013, 1:51 pm

(Jan 19, 2013 02:33 PM)Nurdface Gamerhandz Wrote: [\[CITE\]](#) Only suggestions I'd make are pinch to zoom if possible and maybe center the cursor on touch instead of having it out to the left, its hard to get used to the cursor as-is (make it an option?)

I have got A LOT of requests for zooming, but I'm not sure how difficult that will be to implement.

The pointer is designed that way so your finger isn't blocking what you are pointing at. Precision without a big fat finger in the way. I hate games where I have to cover part of what I'm trying to look at, such as Temple Run, etc. Use for little while and you'll get used to it.

Also be sure to check out the codes mentioned in the help file. I think there are like 20 codes you can use.

All the codes are available if you tap this egg over a million times:

<https://play.google.com/store/apps/details?id=tomago.bonsai>

LordLatch - January 25, 2013, 7:39 pm

BUMP

Those who Beta tested for me, see your name immortalized on the hall of fame page!

Please like on facebook:

<https://www.facebook.com/BonsaiBlissTreeSimulator>

LordLatch - February 2, 2013, 2:29 pm

BUMP

Here's the long awaited tutorial!

<http://www.youtube.com/watch?v=7kk65lurue8>

For those that think it's hard to figure it out.