1.

**Team name :**

Wallah We Code

2.

**Team members** :

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**Description:**

**Everything highlighted in yellow is for the first print**

The game will be about a farming game, it will consist of a singleplayer world. Not sure

yet if it will be open world but it would be better if it was already restrained in a pre-

defined area. The point of the game is actually pretty easy, but I think it will be hard to

implement, so the goal is basically to plant seeds, grow up flowers, plants. You can then

acquire them and sell them. This is only for now we have bigger ideas in mind, but this

is the minimum. We would add a type of rareness for plants, such a common, rare, epic,

legendary, mythic and maybe more. Now what can you do with the money, first what we

will implement is a system where you can sell the plants and upgrade your tools, land,

probably have a sort of “power up, advantages”. What we plan on adding in the future if

we have enough time, would be animals, not only will we be able to plants seeds, but

we will be able to breed animals, have a barn, or a type of animal space. I think a very

good addon would be a bestiary book, where we can see all the animals/plants we’ve

collected. In the future, we would implement a house system, so with the money, (to

make the game a bit less boring) you can buy a house, put furniture in it and it would

basically be vanity OR it gives you advantages, such as speeding up plants etc. We

won’t be able to rotate the character, only move it up, down, right, and left. Another idea

would be to add quests, like NPCs giving quests, and in return of course rewards. We

could turn it into an exploration game too, where you can find items, keep them or sell

them. The background would depend on the biome, so the main game, where we will

first start, will be a town, and your own terrain. And later on, we will add enemies and

tools to fight them. We will also add seasons so that you can’t only plant certain types of

seed during specific time. We will also try to do a mining system, where we have a mine

(map) and you can mine ores.

This is a description of what we would like the game to resemble to in the future. In the

beginning we will only do the planting/selling system. (for this semester).