**Game Ideas and General Game Notes**

**Game Summary:**

**Start from a simple tent and campsite and build yourself up to the world super power. By utilizing your environment and your townspeople, gather resource like iron, wood, apples, gold, limestone, coal, etc. and build villages, towns, and castles.**

**Resources:**

**Sticks**

**Stones**

**Cactus**

**Berries**

**Apples**

**Oranges**

**Lemons**

**Logs**

**Planks**

**Mushrooms (Red/Brown)**

**Flowers (Red, White, Blue)**

**Minerals:**

***Copper***

***Iron***

***Gold***

***Crystals/Gems (Purple, Yellow, Orange, Green)***

**Various foodstuffs (See Below)**

**Skulls**

**Sapling**

**Torch**

**Lantern**

**Fishing pole**

**Buildings:**

**Campfire**

**Tent**

**Campsite**

**Sleeping Bag**

**Torch**

**Lantern**

**Chest (Double)**

**Barrel (Reinforced)**

**Crate (Reinforced)**

**Sapling**

**Berry bushes**

**Flowers**

**Fish drying rack**

**Boat tie off**

**Boat**

**Boat dock**

**Foodstuffs:**

**Drinks:**

***Water***

***Wine***

***Apple juice***

***Rum***

***Tea***

**Food:**

***Chicken***

***Rice***

***Beans***

***Wheat***

***Carrots***

***Apples***

***Oranges***

***Lemons***

***Mushrooms***

**Game Features -**

**(Crossed off have been fully implemented, Bold is high priority):**

**Branching decisions as to what you want to build. (Tech Tree-see below)**

**Choose start (Campsite, no tools; sleeping bag, tools, etc.)**

**Weather:**

***Rain***

***Snow***

***Hail***

***Monsoon***

***Hurricane***

***Earthquake***

**Customizable buildings**

**Railways**

**Mining**

**Customizable town laws (Must be enforced)**

**Population professions (Explained Below):**

***Blacksmith***

***Tailor***

***Mechanic***

***Lumberjack***

***Builder***

***Woodworker***

***Chef***

***Miner***

***Fisherman***

***Priest***

***Sailor***

***Architect***

***Law enforcement***

***Farmer***

***Marketer***

***Explorer***

***Scientist/Innovator***

***Engineer***

***Swordsman***

***Mage (If magic)***

***Guard***

***Warrior***

***...***

**Seasons**

**Day night cycle**

**Buildings and objects are created from menus created when clicking on specific buildings (ex. Woodworking shop -> click -> open furniture crafting)**

**TODO List (Bold high priority):**

**Placeable objects**

**Fleshed out inventory system**

**Clean GUI**

**Characters/Population**

**SFX**

**Tech Tree:**