Harvest Haven

Harvest Haven is a farming game where the scope of the game is to build your own farm from scratch, in which you sow crops and feed livestock. By selling the produced materials and products, the player may earn coinage which is used to purchase other materials and situated themselves on the leaderboard.

As a new player, what can I expect out of this game?
- As you begin your adventure, you'll start with a modest plot of land and a handful of coins. But don't let these humble beginnings deceive you, for with dedication and skill, your farm has the potential to become a bountiful paradise!
- But farming is not just about tending to crops; it's also about connecting with the community. As you interact with neighbors and fellow farmers, you'll discover new opportunities, trade goods, and forge friendships that will enrich your farming experience.

Game Flow

The player starts with an empty farm, as well as 100 coins to start building their farm. The Market can be accessed right off the bat and will allow the player to increase his wealth as soon as they get resources to actually sell. Starting out, animals will be impossible to obtain, and it's going to be something the player will have to work towards by getting money.

As the game progresses, the player will slowly build wealth and be able to build more and more crops, and eventually be able to build animal farms to house their first animals and obtain their byproducts. Unlocking the Trading Hall will allow trading between players as well, in order to acquire resources they might possibly be missing or to help out others.

The overall goal of the game is to reach a high as possible position on the leaderboard, by obtaining items that will increase your wealth, which is achieved by selling items at the Market, trading with other players for materials, and acquiring resources that are more expensive than others.

In Depth Feature Description

Grid based farm

- The grid layout serves as the player's farm plot.
- Within the 6x6 grid, players can cultivate crops and build animal farms.
- Starting out the 6x6 grid is empty, and will allow the player to start placing crops and animals anywhere they wish. Each crop/animal will take up a slot from the grid.

Crops & Animals

- Players can grow various crops and raise their own animals. Each crop and animal provides a specific type of resource. Information on available crops, animals and their yields can be found in the tables below.
- These resources can be sold for wealth or used in trades with other players.
- These are placed on the farm on the grid, each occupying a place on the grid which will stop the player from placing anything else on that specific place until the place is either manually cleared or the placed crop/animal is lost.
- Available crops are as follow:
  - Wheat
  - Corn
  - Carrot
  - Tomato
- Available animals are as follow:

Animal	Resources	Required Food
Chicken	Chicken Meat, Chicken Eggs	Corn
Duck	Duck Meat, Duck Eggs	Corn
Sheep	Mutton, Wool	Wheat
Cow	Steak, Milk	Wheat

Crops and Animals lifetime

- Players must manage their resources wisely to ensure the well-being of their crops and animals. This involves maintaining adequate supplies of water and food. If these essentials are lacking, crops can wither and animals can perish. Thus, effective resource management is essential to sustain a thriving farm in the game.

- Players receive a fixed amount of water every hour, specifically 5 liters. This hourly allocation serves as a key resource for nurturing crops, prompting players to strategize and allocate water effectively to ensure the health and productivity of their farm.
- Crops need water to thrive. If they go without it for just one day, they wither and become unusable. This adds a responsibility to care for your crops diligently, highlighting the strategic aspect of farming.
- Animals require specific foods for sustenance. Failure to feed them their designated food for two consecutive days results in their departure from the player's grid, rendering them unusable. This mechanic adds a layer of responsibility and strategy to farm management, emphasizing the importance of diligent care for your livestock.
- Feeding animals rewards players with 1 unit of each specific non-meat resource they produce. It's a simple yet effective mechanic that encourages regular care for your livestock, enhancing the immersive farming experience.
- Animals can be butchered, which results in them vanishing from the grid, and in return, providing the player with 1 unit of their corresponding meat. This mechanic reflects the realistic aspect of farming where animals are a renewable resource for obtaining meat, adding another dimension to farm management decisions.
- Withered crops or departed animals leave behind a vacant spot on the farm that needs to be cleared by the player before they can place anything else in the same exact place.

Market Interactions

- The player can use the Market to sell their crops and animal byproducts in exchange for coins.
- These coins serve as the primary currency in the game and can be used to purchase seeds, animals, decorations, and other items from the market.

Item	Buy price
Wheat Seeds	15
Corn Seeds	12
Carrot Seeds	20
Tomato Seeds	27
Chicken	20
Duck	25

Sheep	40
Cow	50

Item	Sell price
Wheat	20
Corn	15
Carrot	25
Tomato	35
Chicken Eggs	25
Duck Eggs	30
Sheep Wool	30
Cow Milk	40
Chicken Meat	20
Duck Meat	25
Mutton	40
Steak	50

Trading resources between players

- Players can initiate trades with each other to exchange resources. This feature encourages cooperation and interaction among players, allowing them to help each other complete tasks, acquire rare items, or obtain resources they lack.
- **!!!** In order to unlock trading the players need to pay a fixed fee of **500 coins / week.** When the amount is paid the player will be able to trade resources between each other for the next week.
- Once the week is over and the trading hall locks up again, trades from players are taken out. If a player unlocks the trading hall again, their trades will return and others can see them once again.
- Players can create trade offers specifying the resources they want to exchange and what they are willing to offer in return. Once a trade is created, the specified resources are subtracted from the player's inventory. If another player accepts the trade, the

requested resources are transferred to the initiating player's inventory, completing the trade and the trade is removed from the trading market.

Inventory

- The inventory is your lifeline in the world of farming, providing you with a place where you store the resources you get from crops and animals.
- The inventory can store all sellables items, showing each one of them and the quantity owned beneath the specific item.

Leaderboard

- The leaderboard displays the players with the highest number of coins. Players strive to climb the leaderboard by efficiently managing their farm, maximizing profits from sales, and trading for resources they might be missing.

Achievements

- Throughout gameplay, players can strive to unlock all sorts of different achievements, which will allow them to earn rewards, and aim towards a more complex goal of 100% the game.
- Each achievement will reward the player with wealth, aiding their climb up the leaderboard or enabling them to purchase new resources.

Achievement	Reward
Put 5 cows on grids so it makes an X shape!	100 coins
Have in your inventory exactly 69 wheat!	100 coins
Collect exactly 25 eggs!	100 coins
Have the same amount of chicken and duck meat!	50 coins
Have the same amount of chicken and duck egg!	50 coins
Have the same number of cows, sheep, duck, chicken on your farm!	200 coins
Put carrot/wheat/tomato/sheep/chicken/cow in each corner of the land!	50 coins

Trade with a player!	10 coins
Trade with 3 players!	50 coins
Trade with 5 players!	100 coins
Buy 15 items from the shop!	150 coins
Sell all of your tomatoes/chicken or duck eggs/corn	200 coins
Make the very first trade provided by a player!	150 coins

Visiting other farms

- Players can visit the farms of other players in the game. This feature allows players to see how others have designed and managed their farms, and gather inspiration for their own farms.

Comment Section

- Users can now engage with each other's profiles by leaving comments directly on them.

How do I send comments?

- When visiting another user's farm, you can press on the comment section button, which will redirect you to the comment section page, where you can seamlessly type out a personalized message, which will then be delivered to their comment section. This fosters a sense of community and connection as individuals can share thoughts, appreciation, and feedback with each other in a meaningful way. Your message will be prominently displayed for the profile owner to view, creating opportunities for interaction and friendship within the platform.

How do I deal with undesirable comments?

- You have the power to manage your profile by deleting comments that you no longer wish to display. This feature allows you to curate your profile content and maintain control over the comments section, ensuring that it reflects your preferences and maintains a positive atmosphere.