* Farming sim
  + About the lifecycle of plants
  + Plant/grow seeds
    - Plants grow slowly overtime
    - Some plants grow faster in seasons
* Seasons
  + 28 day season cycle maybe less depending on plant growth speeds
    - Selectable start season
      * Each season has different day lengths and plants to start with
  + Find new seeds
    - Find when clearing farm area
    - Find when unlocking goals/unlocks purchasing new seeds
      * New seeds would be more expensive but give more money
  + Defend from crows
    - Crows come randomly during the day,
    - Plant scarecrows or shiny things like CDs
      * Scarecrow lasts for 1 day
      * Crows are immune to whatever you did for the next 3-5 days randomly
  + Sell crops
    - Sell to local farmers market on weekend
      * Crows attack less or do not attack during this time
  + Lose if all crops are lost or too much debt
    - If you spend too much money and cant pay it back after 3 or 5 daysyou lose
    - If all your crops die and you don’t plant any for 2 days you lose
  + Win if certain goal like X plants or Y dollars is achieved, rate by times
    - Not a final win condition
    - Provides bonus rewards like more money or unlocks more seeds
    - Infinite game that doesn’t end until you lose
  + Goals get harder and harder
    - Similar to lethal company
    - Goals get slowly shorter (maybe)
    - Goals require slowly require more resources

A diagram of a game

Description automatically generated