5 Minutes Farmer – GDD

Project Title

The 5 Minutes Farmer

Genre

Casual / Farming / Time Management

Platform

PC (expandable later)

Camera

Top-down 2D

High-Level Concept

The 5 Minutes Farmer is a short, fast-paced farming game where the player has only **5 minutes of real time** to grow, harvest, and sell as many crops as possible.The game is designed as a prototype test for farming loops, scoring systems, and short-session gameplay.

Core Gameplay Loop

1. The player moves around the farm grid.

2. On each tile, they can:

   ○ Plant seed

   ○ Water crop

   ○ Harvest grown crop

3. Each harvested crop adds to the score.

4. Crops vary in growth time and point value.

5. When the timer reaches **0:00**, the game ends, and the final score is shown.

Controls

- **WASD / Arrow Keys** → Move

- **Spacebar / Left Mouse Click** → Interact (plant/water/harvest)

- **R** → Restart game

Features in Scope

- Timer system (5 minutes countdown)

- Farm grid with tile states (Empty → Planted → Watered → Growing → Harvestable)

- 2 crop types: Carrot (fast, low points), Corn (slow, high points)

- Scoring system (points displayed in UI)

- Simple shop (unlock crop types/upgrades with harvested points)

- UI elements: Timer, Score, Game Over screen

- Basic sound effects (plant, water, harvest, game over)

- Placeholder 2D art (tiles, crops, farmer)

Stretch Goals (Optional)

- Random rain event (auto-waters crops)

- Persistent high score system

- Particle effects & polish

Art & Style

- Simple pixel/cartoon style

- Bright colors, cheerful tone

- Minimal UI for clarity

Sound Design

- Upbeat farming background loop

- SFX for planting, watering, harvesting, game over

Development Timeline (2 Weeks)

Week 1 – Core Systems

- Player movement + interaction

- Farm grid + tile states

- Timer system + crop growth/harvest

- Score system + basic UI

Week 2 – Expansion & Polish

- Add 2nd crop type + shop system

- Implement audio + placeholder art

- Playtest + bug fixes

- Final polish + build + screenshots

Deliverables

- Playable PC build

- Unity source project

- 3–5 screenshots for showcase

- Short summary doc (loop explanation + improvements)