3 Resources:

* Time
* Soil Health
* Money (Profit)
* Land (Real Estate)

Idea:

2D Puzzle turn-based Game where we try to balance money, environmental health, and the land based on the changes in the season (nice to have).

Mechanic:

* Take turns to develop the crops (X amount of actions to “settle” the land).
* Waits until action is completed.
* Next turn (able to add more crop to land, buy animal, expand land - to grab water).

Team:

* William - Audio/Music
* Alejandro - Writer
* Tate - Programmer
* Josh - Project Manager
* Knight - Artist

Promotes:

* biodiversity
* cover crops
* soil health

**ASSET LIST**

* Environment
  + Trees
  + Legumes (i.e. Peas or Black Beans, Lima Beans, Chickpeas, Kidney Beans).
  + Crops (idea - wheat, tomatoes, grapes, corn, etc.)
  + Water
  + Land (soil)
  + Land (raw) - Grass
  + Rock
  + Cliff Face
* Characters
  + Farmer
  + Cow
  + Pig
* Music
  + Relaxing/Chill beats
* SFX
  + Wind blowing atmosphere

No labels