

21. Core Gameplay: Years 2 - 6 (multiple iterations, no tutorial)

Phase 1: Start of Year

- a) Random weather, wheat price, village, and family events
- b) Household info (via the Household Screen) gets updated with new \$ balance and family size (w/family food requirements)
- c) Materials (seeds & fertilizer) and tools applied to land
- *No actions are performed in this phase; mostly information is updated and checked.
- **Press NEXT to continue to next phase/season

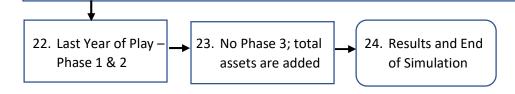
Phase 2: Harvest Season

- a) Total harvest is determined from weather for the year, wheat price for the year, land, seeds, labour, fertilizer and tools; some is saved to feed family, rest sold (deficit of wheat – buy from market or family member dies)
 - i. If there is a lack of labour for plots of land, app should warn player that labour must be purchased or the acre(s) of land will lie fallow (not be used this year) and nothing will be earned from the plot(s) of land
- b) Total income from harvest is presented to player, along with their new \$ balance

Phase 3: Planting Season

- The market (via Market Screen) will be open for purchases of seeds, fertilizer, land and tools
- d) If there were any events that affected prices, they will be applied for the year
- e) All purchased products go to the Toolshed except land (your amount of land plots just goes up)
- f) This is the phase when the player decides how to use their land. In the Farmland Screen, each plot of land owned by the player should be seen separately. Clicking on one gives options to add Native of HYC seeds, low or high fertilizers amounts, etc.
 - i. Ox reduce labour needed per plot of land; irrigation allows yield calculations independent of weather; both should be applied in background

*Press NEXT to continue to start the next year



^{*}Press NEXT to continue to next phase/season