**Project 02 - Proposal (Written)**

For this project, I intended on making a simulation game where the user plays as a lumberjack cutting down and subsequently selling wood to residents and companies based within their little village nestled in the mountains.

While this may seem incredibly simple, I intended on expanding the idea to include enemies (in the form of snakes, deer, and bears), items to purchase/tool upgrades (for the ax and a pickaxe which will be used to mine boulders and sell the ores that come from it), food/health and energy bars, and an overlapping narrative/message of the dangers of industrialization and the following deforestation and climate change that comes from it.

In order to achieve the representation of this important message, I will have two endings which change based on the use of certain items to "defeat" enemies, if the player chooses to buy the cheaper weapons (spears, arrows, and bear traps) over the more expensive deterrents (antidote, salt lick, and bear spray) then they will receive the bad ending where the forests become bare of life and trees as well of course if the player does the opposite they will be rewarded with a good ending where natural parks are put in place and its inhabitants (the animals) are kindly respected and cared for.

I am going to keep the mechanics of the game relatively simple as to avoid any major issues that may break my project as a whole or delay my ability to hand it in, however, there are a few things that I want to do that I see some level of difficulty in achieving for the future, these are:

1)The village expanding into a city as more trees are cut down/levels completed

2)Having the bear chase after you as its form of attack (I have been working on this with pippin's help, but there is still a lot of progress that's needed to make it a reality)


Here is how the game works:

The player must cut down a set amount of trees per level (done so by pressing "e") while avoiding enemies in the form of snakes, deer, and bears by either attempting to move around them or use items/weapons to get them to go away and be rewarded with gold that they can then spend on items.

The way these items will work is as follows:

-The antidote will prevent enemy snakes from doing damage to the player and remove said snake from the level (the snake will respawn of course if the player returns to that level later on)

-The salt lick will make all enemy deer on the level stop moving, making a clear path to cut through the herd to the trees and back of course to the truck where they must drop of the logs of freshly cut wood.

-The bear spray will remove any one enemy bear per level (it will also respawn on return)

-Spears will instantly remove any one snake permanently per level

-Arrows will instantly remove all deer permanently from a level

-Bear traps will instantly remove any one enemy bear per level permanently
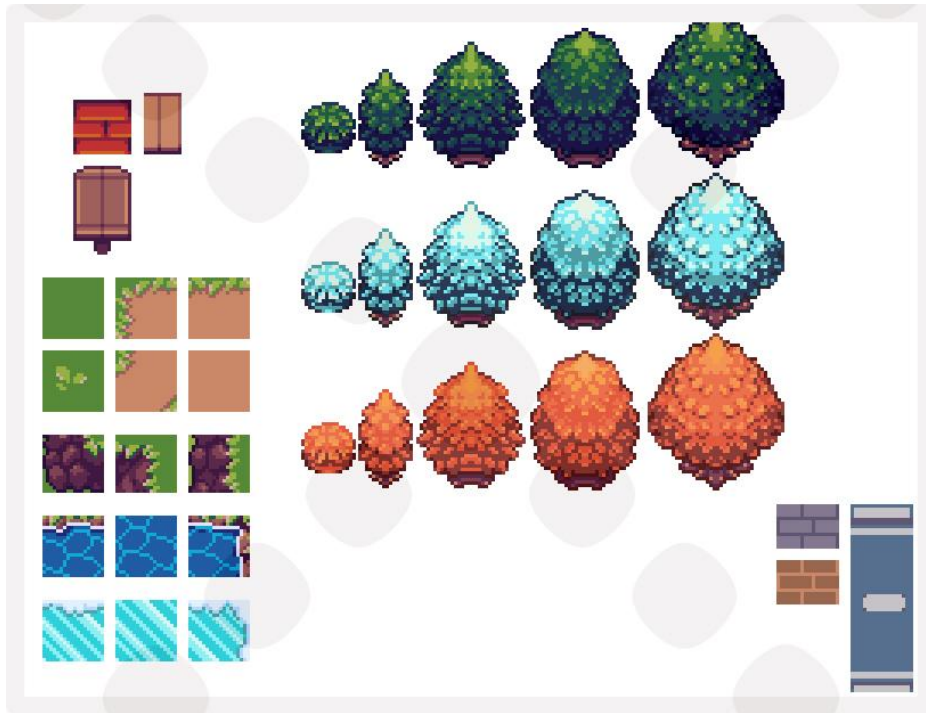
-Food will restore energy expelled by cutting down trees (the player can cut down more than the necessary amount of trees to complete a level if possible to earn more gold to be spent on items)

-First aid will restore health lost by enemy attacks

-Gas will enable access to new levels

-Tool upgrades will allow the player to cut down more trees (ex: pine, oak, maple, birch, etc)

-And truck upgrades will allow the player to cut down and sell more trees per level



>Sprites for trees and terrain



>Sprites for items/categories