Foraging Simulator

CART 253 Project 2 Proposal
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Summary

For my final project I'm going to make a foraging simulator where you search the forest to identify food, while avoiding beasts that come out at night.

Gameplay

- The gameplay will revolve around using a book to identify species and determine what you can and can't eat.
- There's an inventory to store what you forage
- You have a knife to protect yourself
- The end goal is to survive as many days as possible
- You have a home camp with a pot of soup to cook what you collect
- You can get sick from bad mushrooms or plants
- You have a limited amount of time every day to collect food
- Every day the map will regenerate with new things

Technical

- There will be perlin noise to randomly generate terrain
- The player will have animations using sprite sheets
- All plants and mushrooms will be inherited from the same class
- The map will be stores in a series of arrays