Game Design Document (GDD)

*Farm Game*

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# Basic Description of Game

Basic farming strategy game, making the player think about when to harvest and tactical decisions. The idea is to have a successful career in managing a farm. The scenes will be made up of hexagonal tiles which can grow different crops on, decided by the player, and which can be upgraded into buildings that may give a boost to hexes in the area. The losing condition will be bankruptcy or something similar.

# Features

* Scenes Made up of hexes (ms1)
* Different crops grown on hexes
* Buildings that give boosters/effects to surrounding hexes and their crops.
* Background music that is continuous and has an outdoor sort of feeling
* Sound effects that will vary, from harvesting crops to planting them.
* Low poly art style (cartoon)

Losing Conditions

* Bankruptcy

Winning Conditions

* Depends on conditions set at start of game
* Successful harvest
* Full success in career

# Scene Mock-ups (ms)

1.

