Group: Jesse Philpott s5326063, Anton Navarro-Carneiro s5260128

Title: Farmgeon

Genre: Roguelike, Farming

Goals:

Gather Materials/powerups/something that increases progression from farming?

Gather Money/Riches/Something to increase permanent non-skill benefits *(farm equipment/upgrades)* from dungeon crawling?

Earn the highest score/Reach the endpoint skillwise

Core Gameplay:

***Farming:*** Spend time planting crops/watering/harvesting to gain skill based benefits *(Skill based increment based on how many crop you get)*. Players will decide what to plant to gain the best stats to help them in the dungeon *(Player can pick to specialize in health, strength, magic, range, luck, etc or multiclass).* There will be special event type things where plants can jump out of the ground and magically run around *(gotta catch/kill them),* wolves spawn in forest, etc.

**Dungeon Crawling:** Once done farming player can venture into a dungeon to start a dungeon crawler type thing. Monsters will have different stat blocks and varieties so the player is encouraged to make good decisions in terms of stats *(scale in difficulty based on player stats i.e. player has 30 stat points so the monsters get random 30 based on their variety – variation also lets us give each of them a unique AI – think chasing ones, ranged ones that have to stay a fixed distance, ones that place traps or something – that kinda thing (Ambush?))*. The Monsters will drop gold/farming upgrades. To help the farmer level up and be better at farming. There will be harder monsters as the dungeon progresses with a hard end at a boss to stop the farmer just living in the dungeon.

What resources you will need to create it:

Time, Computers, Unity, Assets: Crops, Buildings, Monsters, Loots, UI screens, Trees (world border), dungeon walls (world border), extra structures/furniture, tools, combat (magic, weapons)

The target audience:

* Fans of Resource Management
* Fans of Roguelike

Crop Sprite Drafts:

A blue and yellow face

Description automatically generatedA carrot with a face

Description automatically generated

*(We are toying with the idea of using 2d sprites in our 3d game)*

Prototype game loops:

