

Farming factory game

- Buy electric from the grid, then oil for generator, working up to self sustaining electricity (oil rig that takes electricity)
 - Not able to pay electric = back to stone age
 - Windmills bonus for height
 - Solar bonus for flat
- Farming
 - Start off with one seed and foraging unlocks more seeds
 - Beginning
 - Fully manual
 - Upgrading tools
 - Middle
 - Introduce farmer which can take upgrades (tier 1 has limited slots)
 - farmer does nothing without modules
 - Sprinkler, auto harvester etc.
 - Slots to upgrade farmer
 - Range, speed, capacity, electricity consumption etc.
 - Takes power based on # of upgrades/modules
 - HAS BASE POWER CONSUMPTION WITHOUT UPGRADES
 - Upgrade current Farmer tier
 - More upgrade slots
 - More modular slots
 - Late
 - Farmers process seeds internally
 - Crops grow in machine not on ground (range = #of seeds able to be processed)
- Economy
 - Beginning
 - Seek out shops to get the best prices for your goods
 - Alternatively, use the “general shipping container” provided to get an average price
 - Middle
 - Can create “specialized shipping containers” to get best price for goods
 - Late
 - Create “master shipping container” that will get you the best price
 - must connect to existing containers
 - If you don’t have required container connected you get average price
- Mining
 - After a floor in the mine is cleared it is safe, no monsters will spawn
 - Rocks on floor don’t respawn
 - Inconvenient self mining areas on wall respawn daily (motherload mine)
 - Mining machine can go anywhere on floor that has been cleared of rock even if self mining area blocked

- 1st floor contains mining machine that needs repair to introduce idea
- Lower levels of mine = higher tier ingredient
- Possibly 4 floors
 - 1st stone
 - 2nd copper etc.

Farming

- As above is still true
- Tiered fertilizer to grow crops.
- First tier of fertilizer (dirt/stone) is not needed when growing on soil (still needed when growing in a machine)
- Tier X of fertilizer is composed of Tier X-1 fertilizer + other ingredients.
- Tier 1 of fertilizer is composed of dirt/stone
- Seeds are broken up into different tiers that require a respective (or higher) tier of fertilizer.
- Using a higher tier of fertilizer than required will increase growth rate (maybe other effects).

Mining

- Different mines per material (Stone, Copper, Iron, Gold, Diamonds, etc).
- Mines composed of floors.
- Mines require gold + current material (if any) to enter for the first time
 - Lobby
 - No Quarry
 - 'Personal' mining space
 - Tools only
 - Floor 1-4
 - Requires increasing gold + current material to enter
 - 1 Quarry spot each
 - Each floor has some randomly generated rocks to mine, should the player want to.
 - Floor 5
 - Requires increasing gold + current material + next material to enter
 - 1 Quarry spot each
 - Each floor has some randomly generated rocks to mine, should the player want to.
 - Continues indefinitely
 - Potentially more quarry spots per floor after X floors?
 - Each floor has some randomly generated rocks to mine, should the player want to.
- Rocks could be purely randomly generated, independent of which mine they are found in.
- Lobby is still the current material for the given mine.