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

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- Lower levels of mine = higher tier ingredient
- Possibly 4 floors
  - 1st stone
  - 2nd copper etc.
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