**Truffle Hunter Tycoon - Complete Game Design Document**

**Core Mechanics**

**Primary Loop**

The screen shows your pig from the side-view, automatically walking through a forest. The background scrolls to show movement. As the pig walks, dirt mounds appear by tree trunks every 3-5 seconds and scroll by. When you see a mound, click it to send your pig to sniff around for a truffle. The pig glows and shakes as it digs, with a "snort" sound effect. Success rates vary by location and pig abilities.

**Truffle Collection**

Found truffles appear as glowing icons that automatically float toward your collection basket, then auto-sell immediately for gold. Different truffle types have unique visual effects - legendary truffles sparkle and play special sounds.

**Pig Academy**

Central hub where you upgrade your pig, retire pigs, and select new pigs. Also houses the Professor Hall showing all retired pigs.

**Resource System**

**Gold**

Primary currency earned from auto-selling truffles and passive income from retired professor pigs. Displays with satisfying formatting (1K, 1M, 1B, etc.) with coin-clinking sound effects.

**Reputation**

Secondary currency built by:

* Finding truffles (varies by type)
* Retiring pigs
* Completing achievements Required alongside gold to unlock new locations.

**Progression Mechanics**

**Pig Upgrades**

* **Sniffing Power**: Increases base chance of finding any truffle (10% → 90%+)
* **Luck**: Affects distribution of truffle rarities found
* **Speed**: Increases pig walking speed through forest

**Truffle Types & Classification**

**Type refers to truffle classification, Rarity refers to spawn frequency**

**Common Truffle Types:**

* **Button Mushrooms** ($1-5): Gray, simple, frequent in early areas. Locations (Level 1, 2, 3)
* **Summer Truffles** ($10-25): Brown, bumpy, first real success marker. (Level 2, 3, 4)
* **Black Truffles** ($50-100): Dark, mysterious, create excitement spikes. (Level 3,4)
* **White Truffles** ($200-500): Pale, otherworldly, serious skill required. (Level 4)

**Legendary Truffle Types:**

* **Diamond Truffles** ($1000-2500): Crystalline, brilliant sparkle effects (Level 1, 2, 3, 4)
* **Golden Truffles** ($5000+): Mythical, don't appear in first two locations (Level 3, 4)
* **Poo Truffles** ($25000+): Monkey-processed, only in Mystic Glade, extremely rare (Level 4)

**Location System**

**1. Level 1: Beginner Forest**

* Sunny woodland with chirping birds
* High success rates, tutorial tooltips
* All common truffles available
* **Unlock**: Starting location

**2. Level 2: Oak Grove**

* Dense forest with towering oaks
* Introduces weather effects
* All common truffles + White Truffles available
* **Unlock**: 50 Reputation + 250 Gold cost

**3. Level 3: Ancient Woods**

* Dark, cathedral-like ancient forest
* Mysterious atmosphere, lower success rates
* All truffles except Poo Truffles available
* Golden Truffles start appearing here
* **Unlock**: 500 Reputation + 10000 Gold cost

**4. Level 4: Mystic Glade**

* Magical clearing with glowing elements
* All truffle types available including Poo Truffles
* **Unlock**: 5000 Reputation + 150000 Gold cost

**Prestige System**

**Pig Retirement**

* **Requirements**: 100 total truffles found + 1 legendary truffle
* **Process**: Pig joins Professor Hall
* **Benefits**: Each retired pig provides:
  + 2% bonus to all truffle prices
  + 60 gold per minute

**Professor Hall**

Display area showing all retired pigs with their number of truffles found and gold earned – which goes up as they keep earning gold.

**Unique Pigs**

Each new pig from the academy has a random color scheme.

**Achievement System**

**Categories & Rewards**

All achievements provide: **10 × Achievement Level² Reputation**

**Pigs Retired Achievements:**

* Retire 1 pig (10 rep)
* Retire 10 pigs (400 rep)
* Retire 100 pigs (40,000 rep)

**Truffle Discovery Achievements:**

For each truffle type, three tiers:

* **First Discovery**: Find 1 of this type (10 rep)
* **Collector**: Find 20 of this type (400 rep)
* **Master**: Find 100 of this type (40,000 rep)

**Game Progression & Victory**

**Win Condition**

Accumulate 1,000,000 gold to trigger victory screen with option to continue playing.

**Tutorial System**

Initial tutorial screen explains core mechanics with text descriptions. Full interactive tutorial to be developed later.

**Save System**

Game progress automatically saves between sessions.

**Offline Progression**

Currently none - no progress occurs when game is closed.

**Technical Features**

**Visual Design**

* Side-scrolling forest environments
* Particle effects for different truffle rarities
* UI elements for gold/reputation display

**Audio Design**

* "Snort" sound effects for digging
* Coin-clinking for gold earned
* Special audio cues for legendary truffle discoveries