**Truffle Hunter Tycoon - Detailed Feature Breakdown**

**Core Mechanics (Expanded)**

**Primary Loop**

**The screen shows your pig from the side - walking through a forest. If you see a mound of dirt by a tree trunk, you click it to send a pig** sniff around for a truffle. The pig glows and shakes as it digs, and there's a "snort" sound effect. Success rates vary by location and pig abilities.

**Collect Truffles** - Found truffles appear as glowing icons that automatically float toward your collection basket after a brief delay. Different truffle types have unique visual effects - legendary truffles sparkle and play a special sound.

**Pig Academy** – Where you go to upgrade, retire and pick a new pig.

**Currency** – there is gold and reputation. Your reputation goes up for each pig you retire and each truffle you find while your gold goes up for selling truffles – and passively from your retired pigs.

**Upgrade Pigs** - Spend money at the "Pig Academy" to permanently improve your active pigs change of finding a common or legendary truffle. You can also improve the speed that the pig walks through the forest, and the speed that it digs at.

**Unlock Areas** - New locations require both money and reputation thresholds. Each location has 3 new common truffles and 1 new legendary truffle.

**Prestige System** – You can retire a pig after it has found 100 truffles and 1 legendary truffle. When you retire a pig, it receives a medal and joins the library of professor pigs at the academy. Each professor pig adds 2% to all truffle prices. Each professor pig also provides 1 coin every minute.

**Resource System (Detailed)**

**Money**

Your primary currency displays with satisfying number formatting (1K, 1M, 1B, etc.) and has a subtle coin-clinking sound effect when earned. Money flows in from truffle sales at variable rates - common truffles provide steady income while legendary finds create exciting windfall moments. Late-game money amounts become astronomical, maintaining the satisfying "big numbers" feel of idle games.

**Reputation**

Built by finding truffles and completing achievements. Reputation is needed along with gold to unlock new locations.

**Progression Mechanics (Expanded)**

**Pig Upgrades**

**Sniffing Power** - Increases the base chance of finding any truffle from 10% to eventually 90%+.

**Luck** - Affects the distribution of truffle rarities found.

**Speed** – Increases the speed at which the pig walks.

**Truffle Types (Expanded Rarity System)**

**Common**

**Button Mushrooms ($1-5)** - These aren't even real truffles, but your pig is learning. Gray and simple, they appear frequently in early areas. Finding these provides steady income and builds experience without creating excitement.

**Summer Truffles ($10-25)** - Brown and bumpy with a pleasant earthy appearance. These represent your pig's first real success and mark the transition from tutorial to actual gameplay. They're common enough for steady progression but valuable enough to feel rewarding.

**Black Truffles ($50-100)** - Dark, mysterious, and genuinely valuable. These create the first real excitement spikes when found.

**White Truffles ($200-500)** - These pale, otherworldly fungi represent serious hunting skill.

**Legendary**

**Diamond Truffles ($1000-2500)** - crystalline formations that sparkle brilliantly. These are rare in the early levels and become semi-common in the later levels.

**Golden Truffles ($5000+)** - Mythical treasures that don’t appear in tutorial location or the second location, but start to appear in the third location. By the forth loation, these are hard to find but not rare.

**Poo Truffles ($25000+)** – The truffles which some sort of monkey has eaten and then pooped out. These are only found on the forth and final location, and even then vary rarely. They provide enough money to make major upgrades immediately.

**Location System (Detailed)**

**Beginner Forest**

A sunny, welcoming woodland with chirping birds and gentle wind sounds. Trees are young and spaced apart, allowing clear sight lines to truffle spawn points. This area builds confidence with high success rates and introduces the basic rhythm of search-find-sell. Tutorial tooltips appear naturally here without feeling intrusive.

**Oak Grove**

Older, denser forest with towering oak trees and dappled sunlight. The atmosphere becomes more serious as search success rates drop slightly but rewards improve significantly. Oak Grove introduces weather effects and teaches players to manage risk versus reward when choosing where to hunt.

**Ancient Woods**

Dark, atmospheric forest where massive ancient trees create a cathedral-like environment. Fog drifts between trees, and strange mushrooms glow faintly in shadows. This area feels mysterious and slightly dangerous, with lower success rates but much higher potential rewards. Rare truffles become genuinely possible here.

**Mystic Glade**

A magical clearing where reality bends slightly. Flowers glow, butterflies sparkle, and the air shimmers with possibility. Epic truffles spawn regularly here, and the environment reacts to your pig's presence - flowers bloom brighter when epic truffles are nearby, creating subtle hunting hints.

**Prestige System (Expanded)**

**Pig Retirement**

When you retire a pig, they don't disappear - they become a permanent mentor visible in your "Professor Hall." Retired pigs provide ongoing coins and each a 2% bonus on truffle price.

**Unique Pigs**

Each pig the player gets from the academy has a random color.