Farming Party Fun

Context

A simulation video game describes a diverse super-category of video games, generally designed to closely simulate real world activities. A simulation game attempts to copy various activities from real life in the form of a game for various purposes such as training, analysis, or prediction. Usually there are no strictly defined goals in the game, with the player instead allowed to control a character or environment freely.

-- Wikipedia

Description

Realization of a 3D management/simulation game. The principle of the game is based on one of the main features of Stardew Valley, which is the cultivation of your resources. You will have to manage your cultures and sell them to extend your farm.

Prerequisites

- Languages: **C# (Unity 3D)**
- Operating system: **Windows**
- Compilation: **Unity build**

Functional description

- Basic game **(mandatory)** – 30 points
  - Game Design
    - Logical and coherent universe
    - Intuitive controls
    - Justify your choices
  - Level Design
    - Farming area
    - Indoor area (include a warp system)
    - Justify your choices
  - Movements
    - Ability to move your character in accordance to the game design and philosophy
  - Camera
    - Justify your choices
  - Farming area: grid system
    - Planting area setting
    - Seeds must be placed box by box
    - Seeds planting
    - Mature crops harvesting
    - Add five types of seeds
    - Different growing times for each type of seed
    - Different prices for harvests of different seeds
  - Inventory management
    - Inventory
    - Money

- o Time management
  - ▪ Day/night cycle
- o Buy/Sell
  - ▪ Buy seeds
  - ▪ Selling crops
- Advanced features
  - o Game saving — 8 points
    - ▪ Backup of all the important elements of the game: game status, crops (state of play), day, money, etc.
    - ▪ Backup accessible even if the game is closed and restarted
  - o Interfaces — 4 points
    - ▪ Main menu (new game, resume)
    - ▪ Inventory
  - o NPC and quest system — 4 to 8 points (progressive)
    - ▪ Presence of several NPCs (Non-Player Characters) with whom it is possible to engage a dialogue
    - ▪ Be able to take a quest from the NPCs
  - o Sound management — 2 to 4 points (progressive)
    - ▪ Background music
    - ▪ Sounds related to player actions (e.g. NPC dialogue, picking items up etc.)
  - o Weather management — 2 to 4 points (progressive)
  - o Quick Action Bar — 2 to 4 points (progressive)
  - o Mobs and combat system — 4 to 12 points (progressive)
  - o Harvest different resources — 4 points
    - ▪ Implement at least two new type of resources (wood, rocks etc)
  - o Tools — 4 points
    - ▪ Create several useful tools to harvest all the available resources
    - ▪ At least three tools
  - o Breeding — 4 to 12 points (progressive)
    - ▪ Implement at least two types of animal (or creatures, depending on your game universe)
    - ▪ These animals must produce resources
    - ▪ Maintenance (e.g. feeding them)
    - ▪ They can get sick or die if the maintenance is not done properly.
  - o Add a storyline consisting of a number of linked quests — 2 to 8 points (progressive)
    - ▪ At least two quests
  - o Personalization of your character — 4 to 12 points (progressive)
    - ▪ Example: hair, clothes, colors etc.
  - o NPC Reputation System — 4 to 12 points (progressive)
    - ▪ Example: friendship
  - o Mounting system — 4 to 8 points (progressive)
  - o Crafting system — 4 to 12 points (progressive)
    - ▪ Example: tools, decorative elements, utility furnitures etc.
  - o Seasons — 4 to 8 points (progressive)
  - o Harvest automation — 4 to 8 points (progressive)
    - ▪ Farm
    - ▪ Maintenance
  - o Talent Tree — 4 to 12 points (progressive)

- Skill improvement: better money earning, increased harvesting speed
    - Buy/unlock additional land — 2 to 6 points (progressive)
    - Events — 4 to 12 points (progressive)
        - Example: disasters (tornadoes, floods), etc.
    - Local multiplayer — 4 to 12 points (progressive)
        - Keyboard
        - Controller (manage the disconnection of a controller during the game)
    - Online multiplayer — 8 to 16 points (progressive)
        - Network
        - Keyboard
        - Controller
        - Internet connection loss management

Tip: You are allowed to create cheat codes and/or prepare multiple saves and use them during the demo. This will make it easier for you to demonstrate all the features of your game

Some useful and free resources

https://assetstore.unity.com/packages/3d/environments/landscapes/rpg-poly-pack-lite-148410
https://assetstore.unity.com/packages/3d/characters/creatures/rpg-monster-duo-pbr-polyart-157762
https://assetstore.unity.com/packages/3d/environments/landscapes/polydesert-107196
https://assetstore.unity.com/packages/3d/environments/low-poly-pack-94605
https://assetstore.unity.com/packages/3d/environments/low-poly-rock-pack-57874
https://assetstore.unity.com/packages/3d/props/exterior/low-poly-fence-pack-61661
https://assetstore.unity.com/packages/3d/props/exterior/low-poly-brick-houses-131899
https://assetstore.unity.com/packages/3d/vegetation/plants/lowpoly-flowers-47083
https://assetstore.unity.com/packages/templates/systems/fungus-34184

Be creative, be original. GL&HF!