

ASCII Farmer MINI DESIGN DRAFT

By Robert Garner
Juke LTD.
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Title/Header Image



Systems Window

System

Player NameGame Timer

Pause

New

Load

Player Info Window

Inventory

¢	⌘	§	¥
Coins	Seeds	Water	Crops
1	1	10	0

Player Info Window Notes

Tools & Upgrades Window

Tools & Upgrades

Tools

Water Capacity

10

Plow

Watering Can

Scythe

Expanded Click Upgrade

Mk. 1

Mk. 2

Mk. 3

Tools & Upgrades Window Notes

The Field Window

The Field

\$Field#

~	=	⌘
\		/
¥	~	~

The Field Window Notes

Stage 1 - Untilled: "~"
Stage 2 - Tilled: "="
Stage 3 - Planted: "⌘"
Stage 4.1 - Growing 1: "\"
Stage 4.2 - Growing 2: "|"
Stage 4.3 - Growing 3: "/"
Stage 5 - Ready to Harvest: "¥"
Stage 6 - Fallow Period: "~" - N.B.
During this stage the button itself is
greyed-out and disabled for a period of
time.

Modal Message Window

Modal Message

Welcome

Welcome to ASCII Farmer MINI!

This is a small, mini-game style version of the game ASCII Farmer based on the original proof of concept. It is hosted here as a fun time killing game while developing the main game.

Manage your farm by preparing soil, planting seeds, growing crops, and selling them for profit.

How to Play

Currency Bar

Track your resources at the top of the screen. You have four types of currency:

Coins: Used to buy items from the store.
Seeds: Used to plant crops.
Water: Used to water crops.
Crops: Grown and harvested from the field, and sold for coins.

The Field

Start with an empty field. Purchase plots to expand your field and begin farming.

Plot States

- Untilled: ~ Click to till the soil
 - Tilling requires the Plow
- Tilled: = Click to plant a seed
 - Each planted stage requires 1 seed
- Growing Stages:
 - Growing 1: /
 - Growing 2: |
 - Growing 3: \
 - Watering requires the Watering Can
 - Each click requires 1 water
- Grown: ¥ – Click to harvest the crop and reset the plot
 - Harvesting requires the Scythe

The Store

Buy and sell items to manage your farm's resources. Expand your field, buy seeds and water, and sell your crops for coins.

Upgrades

Once certain conditions are met, you can unlock upgrades to enhance your farming experience:

- Water Upgrade: Increases the maximum water inventory capacity.
- Expanded Click: Enables clicking on a plot to also affect adjacent plots.

Modal Message Notes

The Store Window

The Store

Supplies

Buy Seeds (⌘)

Buy Water (\$)

1x

3x

9x

10x

30x

90x

Market

Sell Crops (¥)

1x

3x

9x

Upgrade Tokens

Expanded Click Upgrade

Mk. 1

Mk. 2

Mk. 3

Water Capacity Upgrade

Bulk Seed Purchasing

Bulk Crop Sales

Buy Upgrade

Buy Upgrade

Buy Upgrade

The Store Window Notes

ASCII Farmer MINI

DESIGN DRAFT

Player Info Window

<div><div></div><div>Player Info</div></div>			
Player Name		\$info	Farm Name
<div><div>¢</div><div>☉</div><div>§</div><div>¥</div></div>			
Coins	Seeds	Water	Crops
0	0	0	0