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ASCII Farmer MINI
 1 Player Experience
    1.1 Goal: Reach 10,000 Coins as fast as possible
    - 1.2 What if TRON was a farming game?
  2 Story, Art, & Sound
   2.1 The Japanese Stock Exchange needs more Yen symbols for their systems. How fast can you make 10,000 coins growing these crops?
  3 Mechanics
    3.1 System Mechanics
      3.1.1 On Page Load
         3.1.1.1 Check for save game
           3.1.1.1.1 If only one save game is present, load game state from the save game and Pause the game
           3.1.1.1.2 If multiple save games are present, pop up the Select Save Game Load Prompt Message
            3.1.1.1.3 Else, proceed with initial conditions
          3.1.1.2 Load Game World
         3.1.1.3 Load Welcome Message
        3.1.2 Messaging Mechanics
          The game communicates information with
          the player via Modal Messages
         3.1.2.1 Welcome Message
            This message appears when the page
             loads from its initial conditions.
            - 3.1.2.1.1 Triggered By
            3.1.2.1.2 Static Content:
              3.1.2.1.2.1 Welcome Text
              3.1.2.1.2.2 Instructions for Play
            3.1.2.1.3 Interactive Content
              3.1.2.1.3.1 Player Name Field
                  CONSIDER REMOVING
                 3.1.2.1.3.1.1 Input - Text Field
                    Max character
                     length 12 characters Limit to
                     letters, no special symbols.
                     Take more steps to sanitize this input, theoretically this should be the only one.
                    ☐ 3.1.2.1.3.1.1.1 Input stored as a variable called Player Name
              3.1.2.1.3.2 Start Button
          3.1.2.2 Milestone Messages
            These messages appear as pop up windows stating the players most recent achievement.
             NB: this modal message DOES NOT STOP the game timer.
            - 3.1.2.2.1 Triggered By
            - 3.1.2.2.2 Static Content
              3.1.2.2.2.1 Congratulations Text
            3.1.2.2.3 Dynamic Content
              3.1.2.2.3.1 Info: Milestone Type
              3.1.2.2.3.2 Info: Milestone Amount
              3.1.2.2.3.3 Flavor Text
                 Pull from random list of quotes?
            3.1.2.2.4 Interactive Content
              <sup>⊥</sup> 3.1.2.2.4.1 Close Button
                 3.1.2.2.4.1.1 Closes the window
                 3.1.2.2.4.1.2 Keyboard Shortcuts
                   └ 3.1.2.2.4.1.2.1 ESC
                      ☐ 3.1.2.2.4.1.2.1.1 Closes the window
                          ONLY WHEN MODAL MESSAGE IS PRESENT.
         3.1.2.3 Win Message
           3.1.2.3.1 Triggered By
              <sup>⊥</sup> 3.1.2.3.1.1 Total Coins Earned = 10,000
            3.1.2.3.2 When Triggered
              - 3.1.2.3.2.1 Stop Game Timer
              - 3.1.2.3.2.2 Gray background
              3.1.2.3.2.3 Disable Game World
             3.1.2.3.3 Static Content
              └ 3.1.2.3.3.1 Win Message Text
            3.1.2.3.4 Dynamic Content
              3.1.2.3.4.1 Player Name
              3.1.2.3.4.2 Final Time Length
            3.1.2.3.5 Interactive Content
              - 3.1.2.3.5.1 Share Button
                <sup>⊥</sup> 3.1.2.3.5.1.1 Takes a screenshot of the current game window and copies it to the players clipboard.
              3.1.2.3.5.2 Reset Button
          3.1.2.4 Pause Message
           3.1.2.4.1 Trigged By
            3.1.2.4.2 Static Content
              ☐ 3.1.2.4.2.1 Pause Message Text
            - 3.1.2.4.3 Dynamic Content
              ☐ 3.1.2.4.3.1 Current Game Timer Count
            3.1.2.4.4 Interactive Content
              ☐ 3.1.2.4.4.1 Resume Button
          3.1.2.5 Reset Confirmation Message
            - 3.1.2.5.1 Trigged By
            - 3.1.2.5.2 Static Content
              ☐ 3.1.2.5.2.1 Reset Confirmation Text
            3.1.2.5.3 Interactive Content
              3.1.2.5.3.1 "Yes" Button
                 3.1.2.5.3.1.1 Continues Reset function
                 - 3.1.2.5.3.1.2 Closes Reset Confirmation Message
                 3.1.2.5.3.1.3 Keyboard Shortcut:
                  <sup>⊥</sup> 3.1.2.5.3.1.3.1 Enter
                      3.1.2.5.3.1.3.1.1 Closes Reset Confirmation Message
                      3.1.2.5.3.1.3.1.2 Continues Reset function
              3.1.2.5.3.2 "No" Button
                 3.1.2.5.3.2.1 Closes Reset Confirmation Message
                 3.1.2.5.3.2.2 Keyboard Shortcut:
                  <sup>⊥</sup> 3.1.2.5.3.2.2.1 Esc
                      ☐ 3.1.2.5.3.2.2.1.1 Closes the window
                          ONLY WHEN MODAL MESSAGE IS PRESENT.
          3.1.2.6 Select Save Game Prompt Message
           3.1.2.6.1 Triggered By
              ☐ 3.1.2.6.1.1 Multiple save games present on load
            3.1.2.6.2 Static Content
              ☐ 3.1.2.6.2.1 Select Save Game Prompt Message text
            3.1.2.6.3 Interactive Content
              3.1.2.6.3.1 Player Name Field
                 CONSIDER REMOVING
                 3.1.2.6.3.1.1 Input - Text Field
                    Max character
                     length 12 characters Limit to
                     letters, no special symbols.
                     Take more steps to sanitize this input, theoretically this should be the only one.
                   3.1.2.6.3.1.1.1 Input stored as a variable called Player Name
              3.1.2.6.3.2 Load Save Button
                 1 3.1.2.6.3.2.1 If the Player Name matches the name of a save game, load the game state from that save game and pause the game.
          3.1.2.7 New Save Game Prompt Message
           3.1.2.7.1 Triggered By
              ☐ 3.1.2.7.1.1 If the Player Name Provided in the Select Save Game Prompt Message does not match any save games
            - 3.1.2.7.2 Static Content
              ☐ 3.1.2.7.2.1 New Save Game Prompt Message Text
            3.1.2.7.3 Dynamic Content
             <sup>⊥</sup> 3.1.2.7.3.1 Player Name
            3.1.2.7.4 Interactive Content
              3.1.2.7.4.1 Try Again
                 3.1.2.7.4.1.1 Closes the New Save Game Prompt Message
                 3.1.2.7.4.1.2 Clears the Current Player Name value
               3.1.2.7.4.2 Start Button
       3.1.3 State Mechanics
         3.1.3.1 Start Button
            - 3.1.3.1.1 Button Text:
              └ 3.1.3.1.1.1 START
             3.1.3.1.2 When Clicked:
               Calls the Start function
               3.1.3.1.2.1 Dismisses the Welcome Message
              3.1.3.1.2.2 Activates Game Timer
              3.1.3.1.2.3 Activates Game World
               3.1.3.1.2.4 Records the Player Name Input Field as the Player Name variable
                 Tie into Input Sanitization
                  CONSIDER REMOVING
                 3.1.3.1.2.4.1 If Player Name field left blank record player name as "Bean"
               3.1.3.1.2.5 Create a
            3.1.3.1.3 Keyboard Shortcut:
             <sup>⊥</sup> 3.1.3.1.3.1 Enter
          3.1.3.2 Pause Button
            - 3.1.3.2.1 Button Text
              <sup>⊥</sup> 3.1.3.2.1.1 PAUSE
            3.1.3.2.2 When Clicked
              3.1.3.2.2.1 Saves the game state
              3.1.3.2.2.2 Pauses the Game Timer
              3.1.3.2.2.3 Grays out the interface
              3.1.3.2.2.4 Pops Up the Pause Modal Message
            3.1.3.2.3 Keyboard Shortcuts
              - 3.1.3.2.3.1 P
              3.1.3.2.3.2 Pause
          3.1.3.3 Resume Button
            - 3.1.3.3.1 Button Text
              └ 3.1.3.3.1.1 RESUME
            - 3.1.3.3.2 When Clicked
              3.1.3.3.2.1 Dismisses Pause Message
              - 3.1.3.3.2.2 Returns Interface to normal
              3.1.3.3.2.3 Resumes the Game Timer
            3.1.3.3.3 Keyboard Shortcut
              └ 3.1.3.3.3.1 ESC
          3.1.3.4 Reset Button
           3.1.3.4.1 Pops up the Confirmation Message
              <sup>⊥</sup> 3.1.3.4.1.1 Break here, only return if Yes is clicked
            3.1.3.4.2 Closes the Win Message Window
              (If present)
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3.1.3.4.3 Resets the Game World to initial conditions
       3.1.3.4.4 Resets the Game Timer to 0
       3.1.3.4.5 Keyboard Shortcuts:
        <sup>⊥</sup> 3.1.3.4.5.1 R
     3.1.3.5 Load Save Button
      <sup>⊥</sup> 3.1.3.5.1 Only used in the specific case of multiple save games present on load
         <sup>⊥</sup> 3.1.3.5.1.1 If the Player Name matches the name of a save game, load the game state from that save game and pause the game.
     3.1.3.6 Save Game Mechanics
       3.1.3.6.1 Records information in the Game State array variable
       - 3.1.3.6.2 Uninstantiated until the Start Button is run
         └ 3.1.3.6.2.1.1 Player Name + "save game"
       3.1.3.6.3 Tracked System Elements
         3.1.3.6.3.1 Player Name
         3.1.3.6.3.2 Current Game Time Value
         3.1.3.6.3.3 Save Game Name
       3.1.3.6.4 Tracked Game Elements

    3.1.4 Game Timer Mechanics

    3.1.4.1 Start Timer
      <sup>⊥</sup> 3.1.4.1.1 Count upwards by 1 for every millisecond that passes
    3.1.4.2 Pause Timer
      ☐ 3.1.4.2.1 Stops the timer at its current value
    - 3.1.4.3 Stop Timer
      3.1.4.3.1 Stops the timer at its current value
       ☐ 3.1.4.3.2 Record the current value of the timer as Final Game Time
     3.1.4.4 Reset Timer
      ☐ 3.1.4.4.1 Reset the game timer value to 0
    └ 3.1.4.5 Read Timer
      <sup>⊥</sup> 3.1.4.5.1 Convert the raw game timer number to human readable time
3.2 Game Mechanics, Design & Logic
 3.2.1 Game World Info
    3.2.1.1 Quick Design Brief: A simple grayscale interface reminiscent of the old Macintosh System 7 user interface. Each section of the game world is represented in its own "window". There are 4 Game Section Windows: "Inventory", "Tools & Upgrades", "The Field", & "The Store"
    3.2.1.2 Game Window Layout & General Mechanics
       3.2.1.2.1 The different game section windows are displayed in a vertical stack, centered in the screen.
       ☐ 3.2.1.2.2 Each game section window is styled after the Macintosh System 7 finder window.
         ☐ 3.2.1.2.2.1 Window Contents
            - 3.2.1.2.2.1.1 Top Bar
               3.2.1.2.2.1.1.1 Title: the title of each window is displayed in the center of the Top Bar
               3.2.1.2.2.1.1.2 Close Button: Square game window close button to the left side of the bar offset from the edge.
                 13.2.1.2.2.1.1.2.1 This button minimizes the associated main window and all sub windows but leaves the bar visible. If clicked again the main window and all sub windows expand back out.
               1.3.2.1.2.2.1.1.3 6 decorative horizontal lines in a vertical stack at the top with breaks for the close button on the left and the window title at the center.
             3.2.1.2.2.1.2 Main Window
               1.2.2.1.2.2.1 The container for all content held below the top bar. A simple rectangular window that expands downward as sub windows are opened and closed.
             3.2.1.2.2.1.3 Sub Windows
               3.2.1.2.2.1.3.1 Sub window top bar
                  - 3.2.1.2.2.1.3.1.1 Sub Window title
                    ☐ 3.2.1.2.2.1.3.1.1.1 Sub Window Info
                  ☐ 3.2.1.2.2.1.3.1.2 Sub Window Close button
                    1.2.2.1.2.2.1.3.1.2.1 This button minimizes the associated sub window but leaves the sub window bar visible. If clicked again the sub window expand back out.
                - 3.2.1.2.2.1.3.2 Sub Window Content
                  1.3.2.1.2.2.1.3.2.1 This content varies from main window to main window and sub window to sub window. But it will always contain at least one of the following.
                    3.2.1.2.2.1.3.2.1.1 Text
                    - 3.2.1.2.2.1.3.2.1.2 Buttons
                     3.2.1.2.2.1.3.2.1.3 Toggle Switches
                    - 3.2.1.2.2.1.3.2.1.4 Static Text
                    3.2.1.2.2.1.3.2.1.5 Dynamic Text
     3.2.1.3 Page & Window Layout Order
       The following descriptions of each game window section describe them in their initial conditions and should be used as the start point of every game.
       3.2.1.3.1 Title: ASCII Farmer MINI
         <sup>⊥</sup> 3.2.1.3.1.1 Reference Image
       3.2.1.3.2 Game Section Windows
          - 3.2.1.3.2.1 Inventory Window
            - 3.2.1.3.2.1.1 Reference Image - Inventory Window
             - 3.2.1.3.2.1.2 Top Bar Title
               <sup>□</sup> 3.2.1.3.2.1.2.1 "Inventory"
             3.2.1.3.2.1.3 Inventory Close button
             <sup>L</sup> 3.2.1.3.2.1.4 Sub Window:
               3.2.1.3.2.1.4.1 Sub Window Bar:
                 3.2.1.3.2.1.4.1.1 Player Name Variable
                    <sup>⊥</sup> 3.2.1.3.2.1.4.1.1.1 Left Justified Text
                  3.2.1.3.2.1.4.1.2 "Game Timer - " Game Timer Current Value
                   ☐ 3.2.1.3.2.1.4.1.2.1 Right Justified Text
                - 3.2.1.3.2.1.4.2 Sub Window Content:
                  1.3.2.1.3.2.1.4.2.1 This sub window is divided into 4 columns and 3 rows. The content is listed below by column, with the first item in each list being in the top row and the last in the bottom row of each respective column
                    3.2.1.3.2.1.4.2.1.1 "¢", "Coins", player coins variable = 1
                    - 3.2.1.3.2.1.4.2.1.2 "¤" , "Seeds", player seeds variable = 1
                     3.2.1.3.2.1.4.2.1.3 "§" , "Water", player water variable = 10
                     3.2.1.3.2.1.4.2.1.4 "¥" , "Crops", player crops variable = 0
          3.2.1.3.2.2 Tools & Upgrades Window
            3.2.1.3.2.2.1 Reference Image - Tools & Upgrades Section Window
             3.2.1.3.2.2.2 Top Bar Title:
               └ 3.2.1.3.2.2.2.1 "Tools & Upgrades"
             - 3.2.1.3.2.2.3 Tools & Upgrades Close Button
             3.2.1.3.2.2.4 Sub Window - Tools
               3.2.1.3.2.2.4.1 Sub Window Bar Text
                  3.2.1.3.2.2.4.1.1 "Tools"
                    ☐ 3.2.1.3.2.2.4.1.1.1 Center Justified Text
                - 3.2.1.3.2.2.4.2 Sub Window Content:
                  3.2.1.3.2.2.4.2.1 First Subdivision, taking up the left most third of the sub window.
                    - 3.2.1.3.2.2.4.2.1.1 "Water Capacity"
                    3.2.1.3.2.2.4.2.1.2 Current Water Capacity Variable = 10
                  3.2.1.3.2.2.4.2.2 Second Subdivision, taking up the remaining two thirds of the sub window. This section is further sub divided into thirds, each third containing a tool button. These buttons indicate which tool the player currently has selected. When one Tool is selected the other two are grayed out.
                    3.2.1.3.2.2.4.2.2.1 Plow Button
                    - 3.2.1.3.2.2.4.2.2.2 Watering Can Button
                    3.2.1.3.2.2.4.2.2.3 Scythe Button
             - 3.2.1.3.2.2.5 Sub Window - Expanded Click Upgrade
               - 3.2.1.3.2.2.5.1 Sub Window Bar Text
                 ☐ 3.2.1.3.2.2.5.1.1 "Expanded Click Upgrade"
                    <sup>⊥</sup> 3.2.1.3.2.2.5.1.1.1 Center Justified Text
               3.2.1.3.2.2.5.2 Sub Window Content:
                 - 3.2.1.3.2.2.5.2.1 This sub window is divided into thirds with each third containing a labeled area ("Mk. 1", "Mk. 2", & "Mk. 3") and a toggle switch.
                  ^{ackslash} 3.2.1.3.2.2.5.2.2 These toggle switches control the on/off state of the Expanded Click Upgrades. Each one controls its respective upgrade Mk.
          3.2.1.3.2.3 The Field
            3.2.1.3.2.3.1 Reference Image
             - 3.2.1.3.2.3.2 Top Bar Title
               <sup>1</sup> 3.2.1.3.2.3.2.1 "The Field"
             - 3.2.1.3.2.3.3 Sub Window:
               <sup>⊥</sup> 3.2.1.3.2.3.3.1 Sub Window Content:
                  3.2.1.3.2.3.3.1.1 This sub window contains the primary area of gameplay. The Field consists of nine Plots in a 3 by 3 grid. Each plot goes through several stages and their accompanying symbols are described later. At the start of the
                   game only the top left Plot (1,1) is unlocked.
          3.2.1.3.2.4 The Store
            3.2.1.3.2.4.1 Reference Image - Store Game Section Window
             3.2.1.3.2.4.2 Top Bar Title
               <sup>⊥</sup> 3.2.1.3.2.4.2.1 "The Store"
             - 3.2.1.3.2.4.3 Sub Window - Supplies
               - 3.2.1.3.2.4.3.1 Sub Window Bar Contents
                  3.2.1.3.2.4.3.1.1 Sub Window Bar Title
                    <sup>⊥</sup> 3.2.1.3.2.4.3.1.1.1 "Supplies"
                  3.2.1.3.2.4.3.1.2 Supplies Sub Window Close Button
                3.2.1.3.2.4.3.2 Sub Window Content:
                  ¹ 3.2.1.3.2.4.3.2.1 This Sub Window is further subdivided into two halves for the seeds and water refill purchasing sections.
                - 3.2.1.3.2.4.3.3 Sub Window - Seeds
                  - 3.2.1.3.2.4.3.3.1 Sub Window Bar Contents
                    └ 3.2.1.3.2.4.3.3.1.1 Sub Window Bar Title
                      └ 3.2.1.3.2.4.3.3.1.1.1 "Buy Seeds (¤)"
                  - 3.2.1.3.2.4.3.3.2 Sub Window Content:
                     ^{\perp} 3.2.1.3.2.4.3.3.2.1 3 Buttons for the "1x", "3x", & "9x" seed purchasing options.
                3.2.1.3.2.4.3.4 Sub Window - Water Refills
                  - 3.2.1.3.2.4.3.4.1 Sub Window Bar Text
                    <sup>1</sup> 3.2.1.3.2.4.3.4.1.1 "Buy Water (§)"
                  3.2.1.3.2.4.3.4.2 Sub Window Content:
                    1.2.1.3.2.4.3.4.2.1 3 Buttons for the "10x", "30x", & "90x" Water refill purchasing options. At the start of the game only the "10x" button is active.
             3.2.1.3.2.4.4 Sub Window - Market
               3.2.1.3.2.4.4.1 Sub Window Bar Contents:
                  3.2.1.3.2.4.4.1.1 Sub Window Bar Title
                    <sup>⊥</sup> 3.2.1.3.2.4.4.1.1.1 "Market"
                  3.2.1.3.2.4.4.1.2 Market Sub Window Close Button
                3.2.1.3.2.4.4.2 Sub Window Content:
                 1.3.2.1.3.2.4.4.2.1 3 Buttons for the "1x", "3x", & "9x" Crop sale options. At the start of the game only the "1x" button is active.
             3.2.1.3.2.4.5 Sub Window - Upgrade Tokens
               3.2.1.3.2.4.5.1 1st Sub Window Sub Division - Expanded Click Upgrade
                  - 3.2.1.3.2.4.5.1.1 Sub Window Bar Title
                    ☐ 3.2.1.3.2.4.5.1.1.1 "Expanded Click Upgrade"
                  3.2.1.3.2.4.5.1.2 Sub Window Content:
                    3.2.1.3.2.4.5.1.2.1 3 Buttons that represent the purchasing function for the tokens that unlock the Expanded click upgrades. There is a button for each upgrade ("Mk. 1", "Mk. 2") along with its corresponding price. At the start of the game none of the upgrade buttons are enabled.
                3.2.1.3.2.4.5.2 2nd Sub Window Subdivision
                  - 3.2.1.3.2.4.5.2.1 Sub Window Bar Title
                    ☐ 3.2.1.3.2.4.5.2.1.1 "Supply Quantity Upgrades"
                  - 3.2.1.3.2.4.5.2.2 Sub Window Content:
  3.2.2 Inventory Mechanics
    3.2.2.1 Coins
       3.2.2.1.1 Primary Currency, used for the costs of all shop items in the game.
       3.2.2.1.2 Player starting coin balance
        <sup>L</sup> 3.2.2.1.2.1 10
     3.2.2.2 Seeds
       3.2.2.2.1 Item used to satisfy a requirement to progress a plot to the 'planted' stage.
       3.2.2.2.2 Player starting seed balance
         3.2.2.2.2.1 1
     3.2.2.3 Water
       3.2.2.3.1 Item used to satisfy the requirements to progress a plot though the three growing stages.
       3.2.2.3.2 Inventory is capped by the Water Capacity variable
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└ 3.2.2.3.2.1 Starting water capacity variable

- 3.2.2.3.3 Player starting water balance

L 3.2.2.3.2.1.1 10

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└ 3.2.2.3.3.1 10
  3.2.2.4 Crops
    3.2.2.4.1 Item received by progressing a plot through the final 'Ready for Harvest' plot stage
    3.2.2.4.2 Player Starting crop balance
      3.2.2.4.2.1 0
3.2.3 Tool & Upgrade Mechanics
 3.2.3.1 Tool Mechanic s
    3.2.3.1.1 Plow
       The Plow is used for
    - 3.2.3.1.2 Watering Can
    3.2.3.1.3 Scythe
  3.2.3.2 Upgrade Mechanics
    <sup>⊥</sup> 3.2.3.2.1 Expanded Click
       3.2.3.2.1.1 Expanded Click Mk. 1
       3.2.3.2.1.2 Expanded Click Mk. 2
       3.2.3.2.1.3 Expanded Click Mk. 3
3.2.4 Field & Plot Mechanics
  This section defines the mechanics and interactions specific to the individual plots where the player's primary interaction takes place.
  3.2.4.1 Plot Sequences
    3.2.4.1.1 Plot Sequence Requirements
       These elements outline the different types of requirements that
       - 3.2.4.1.1.1 Water
         Water is required during the growing stages of plot sequences.
       - 3.2.4.1.1.2 Seeds
          Seeds are required to enter the planted stage of the plot sequence.
       3.2.4.1.1.3 Tools
          Different Tools are required to be the current active tool for different stages in the sequence to activate.
     3.2.4.1.2 Wheat Plot Sequence
       This is the primary sequence each plot goes through
       3.2.4.1.2.1 Stage 1 - Untilled: "~"
       3.2.4.1.2.2 Stage 2 - Tilled: "="
       3.2.4.1.2.3 Stage 3 - Planted: "."
       - 3.2.4.1.2.4 Stage 4.1 - Growing 1: "\"
       - 3.2.4.1.2.5 Stage 4.2 - Growing 2: "|"
       - 3.2.4.1.2.6 Stage 4.3 - Growing 3: "/"
       - 3.2.4.1.2.7 Stage 5 - Ready to Harvest: "¥"
       └ 3.2.4.1.2.8 Stage 6 - Fallow Period: "~"*
3.2.5 Store Mechanics
 3.2.5.1 Purchasing Mechanics
    3.2.5.1.1 All purchasing mechanics deduct the cost from the players coin inventory in exchange for the specified amount of either seeds or water refill.
    3.2.5.1.2 Buy Seeds
      3.2.5.1.2.1 1x Seed Button
         3.2.5.1.2.1.1 Cost 1 coin
       3.2.5.1.2.2 Bulk Buy Seeds
         3.2.5.1.2.2.1 3x Seeds Button
            <sup>⊥</sup> 3.2.5.1.2.2.1.1 Cost 3 coins
         3.2.5.1.2.2.2 9x Seeds Button
           3.2.5.1.2.2.2.1 Cost 9 coins
     - 3.2.5.1.3 Buy Water
       3.2.5.1.3.1 10x Water Refill Button
         └ 3.2.5.1.3.1.1 Cost 1 coin
       3.2.5.1.3.2 Bulk Water Purchase Mechanics
         - 3.2.5.1.3.2.1 30x Water Refill Button
            └ 3.2.5.1.3.2.1.1 Cost 3 coins
         3.2.5.1.3.2.2 90x Water Refill Button
            └ 3.2.5.1.3.2.2.1 Cost 9 coins
  3.2.5.2 Sale Mechanics
    3.2.5.2.1 All sale mechanics deduct the specified amount of crops from the players crop inventory in exchange for the specified amount of coins.
    3.2.5.2.2 Crop Sales
       3.2.5.2.2.1 1x Crop Sale Button
         <sup>⊥</sup> 3.2.5.2.2.1.1 Sale Price 2 Coins
        3.2.5.2.2.2 Bulk Crop Sales
         3.2.5.2.2.2.1 3x Crop Sale Button
            <sup>⊥</sup> 3.2.5.2.2.1.1 Sale Price 6 Coins
         3.2.5.2.2.2.2 9x Crop Sale Button
            <sup>⊥</sup> 3.2.5.2.2.2.1 Sale Price 18 coins
3.2.6 Milestone Mechanics
 3.2.6.1 Milestone Value Types
    3.2.6.1.1 Total Coins Earned
       Total Coins Earned Milestone Marker Formula:
       coinsEarned(n) = 100*2^n
       3.2.6.1.1.1 Increment for every coin earned by the player from selling crops
     3.2.6.1.2 Total Seeds Purchased
       Total Seeds Purchased Milestone Marker Formula:
        seedsPurchased(n) = 50 \times (1.33)^n
       3.2.6.1.2.1 Increment for every seed purchased by the player from the store
     3.2.6.1.3 Total Water Refills Purchased
       Water Refills Purchased
        10 20 30 40 50 60 70 80 90 100 200 300 400 500 600 700 800 900 1000 2000 3000 4000 5000 6000 7000 8000 9000 10000 ....
       3.2.6.1.3.1 Increment for every water refill purchased by the player from the store
     3.2.6.1.4 Total Plots Clicked
      <sup>⊥</sup> 3.2.6.1.4.1 Increment for every time the player clicks on any plot, in any state in the field
     3.2.6.1.5 Upgrade Milestones
      3.2.6.1.5.1 Expanded Click Mk. 1
         3.2.6.1.5.1.1 Unlocked
            <sup>1</sup> 3.2.6.1.5.1.1.1 Triggered by Total Coins Earned = 100
          3.2.6.1.5.1.2 Purchased
            1.2.6.1.5.1.2.1 Triggered by the player clicking the Purchase Expanded Click Mk. 1 button in The Store and the game successfully deducting the cost from the players inventory.
               <sup>⊥</sup> 3.2.6.1.5.1.2.1.1 Cost = 100 Coins
       3.2.6.1.5.2 Expanded Click Mk. 2
         3.2.6.1.5.2.1 Unlocked
            <sup>⊥</sup> 3.2.6.1.5.2.1.1 Triggered by Total Coins Earned = 500
          3.2.6.1.5.2.2 Purchased
           1.2.6.1.5.2.2.1 Triggered by the player clicking the Purchase Expanded Click Mk. 2 button in The Store and the game successfully deducting the cost from the players inventory.
              3.2.6.1.5.2.2.1.1 Cost = 500 Coins
       3.2.6.1.5.3 Expanded Click Mk. 3
         3.2.6.1.5.3.1 Unlocked
           <sup>⊥</sup> 3.2.6.1.5.3.1.1 Triggered by Total Coins Earned = 2500
          3.2.6.1.5.3.2 Purchased
            1.2.6.1.5.3.2.1 Triggered by the player clicking the Purchase Expanded Click Mk. 2 button in The Store and the game successfully deducting the cost from the players inventory.
               └ 3.2.6.1.5.3.2.1.1 Cost = 2500 Coins
  3.2.6.2 Milestone Amounts
     These amounts determine when various milestones trigger. When each amount is reached a modal message pops and sometimes other functions that unlock features of the game.
    3.2.6.2.1 Total Coins Earned
       Total Coins Earned Milestones are triggered as the Total Coins Earned value passes each of the following amounts.
        Milestones are only triggered when the related value passes each milestone amount for the first time.
        Any effects unlocked remain so until the game is reset.
        If no additional results are listed, only the modal message is displayed.
       3.2.6.2.1.1 100
         <sup>⊥</sup> 3.2.6.2.1.1.1 Unlock Expanded Click Mk. 1
       3.2.6.2.1.2 500
         ☐ 3.2.6.2.1.2.1 Unlock Expanded Click Mk. 2
       3.2.6.2.1.3 1000
       3.2.6.2.1.4 2500
         <sup>⊥</sup> 3.2.6.2.1.4.1 Unlock Expanded Click Mk. 3
       3.2.6.2.1.5 5000
       3.2.6.2.1.6 7500
       3.2.6.2.1.7 10000
         ☐ 3.2.6.2.1.7.1 Triggers Win Message
     3.2.6.2.2 Total Seeds Purchased
       3.2.6.2.2.1 100
         ☐ 3.2.6.2.2.1.1 Unlocks Purchase 3x Seeds
       3.2.6.2.2.2 1000
         3.2.6.2.2.1 Unlocks Purchase 9x Seeds
        3.2.6.2.2.3 2000
       3.2.6.2.2.4 3000
       3.2.6.2.2.5 4000
     3.2.6.2.3 Total Water Refills Purchased
       3.2.6.2.3.1 100
         └ 3.2.6.2.3.1.1 Unlocks Purchase 30x Water
       3.2.6.2.3.2 1000
         └ 3.2.6.2.3.2.1 Unlocks Purchase 90x Water
       3.2.6.2.3.3 2000
       3.2.6.2.3.4 3000
       3.2.6.2.3.5 4000
       3.2.6.2.3.6 5000
       3.2.6.2.3.7 6000
       3.2.6.2.3.8 7000
       3.2.6.2.3.9 8000
       3.2.6.2.3.10 9000
       3.2.6.2.3.11 10000
     3.2.6.2.4 Total Plots Clicked
       3.2.6.2.4.1 1000
       3.2.6.2.4.2 2500
       3.2.6.2.4.3 5000
       3.2.6.2.4.4 10000
       3.2.6.2.4.5 25000
       3.2.6.2.4.6 50000
       3.2.6.2.4.7 100000
       3.2.6.2.4.8 250000
       3.2.6.2.4.9 500000
       3.2.6.2.4.10 1000000
     3.2.6.2.5 Upgrade Milestone Variable Checks
       - 3.2.6.2.5.1 Expanded Click Mk. 1
         3.2.6.2.5.1.1 Unlocked
            3.2.6.2.5.1.1.1 0 = not unlocked
            3.2.6.2.5.1.1.2 1 = Unlocked
          3.2.6.2.5.1.2 Purchased
            3.2.6.2.5.1.2.1 0 = not purchased
            3.2.6.2.5.1.2.2 1 = purchased
        3.2.6.2.5.2 Expanded Click Mk. 2
         3.2.6.2.5.2.1 Unlocked
```

3.2.6.2.5.2.1.1 0 = not unlocked 3.2.6.2.5.2.1.2 1 = Unlocked 3.2.6.2.5.2.2 Purchased 3.2.6.2.5.2.2.1 0 = not purchased 3.2.6.2.5.2.2.2 1 = purchased 3.2.6.2.5.3 Expanded Click Mk. 3 3.2.6.2.5.3.1 Unlocked 3.2.6.2.5.3.1.1 0 = not unlocked 3.2.6.2.5.3.1.2 1 = Unlocked 3.2.6.2.5.3.2 Purchased 3.2.6.2.5.3.2.1 0 = not purchased 3.2.6.2.5.3.2.2 1 = purchased 3.2.6.2.5.4 Expanded Click Mk. 4 3.2.6.2.5.4.1 Unlocked 3.2.6.2.5.4.1.1 0 = not unlocked 3.2.6.2.5.4.1.2 1 = Unlocked 3.2.6.2.5.4.2 Purchased 3.2.6.2.5.4.2.1 0 = not purchased

3.2.6.2.5.4.2.2 1 = purchased