

Project Garden

Features:

1. **Idle Garden:** the player will be able to place objects on a plot of land and choose how their garden is organized
2. **Golem Builder:** the player will be able to customize a golem avatar that will wander around the environment.
3. **Pachinko:** The player can play pachinko to get the resources for 1 and 2

Idle Garden

Details:

More buildings equal more wandering Folk

Everything will have 5 tiers (Seed, Budding, Adolescent, Full-grown, Deteriorating)

Placeables:

Decoration - not liveable, but give happiness and aesthetic

Homes - Livable for fae folk

Generators - Generate resources for pachinko

Everything that grows and deteriorates is multiplied by a "growth speed" defaulted to 1.

Golem Builder

Customization:

Players will be able to customize and upgrade their Golem

Golem will be made on a part system

Players tap nodes to edit and place parts

Their Golem will act as a protector or guardian of your Garden, and wander around it.

Other Details:

Golem parts will be given by fae, pachinko prizes, or crafted

Later on, we may add multiplayer where players will be able to attack others and the defending players will have to defend using their guardian.

Pachinko:

Prizes:

Time Flip

Extra production speed

Other Details:

Plays may be awarded from quests, or just refill over time

May combine with a gacha machine

Fae Folk:

Races:

- Day:
 - Brownie
 - Gnome
 - Fairy/Dryad
- Night:
 - Will O' Wisp
 - Goblin
 - Pixie

Other Details:

Day folk will only wander around during the day, night folk only during the night.

Special power-ups can be bought to flip the time.

Basic movement, models, and UI.

Fae folk will have needs like happiness and living spaces.

Fae folk will move into buildings and wander around.