Farming SIM + Restaurant/Managing SIM

The game will involve fishing, planting, gathering and crafting mechanics. Firstly, the game will not have an end goal (for now), the idea of the is to be a “Stardew Valley” with managing aspect. The player will manage a place owned by the closest shop owner, with that, the player must pay the rent at the end of the week. With that said, the game will be timed by days, like the game “Store Simulator”. In the morning, the timer only starts when the player open the “store” given then time to prepare for the day, the player can fish and farm as much as he can but the plants will only grown a little the next day and they can risk to go the “dumpster”, where the player can gather a limit amount of resources (limited by the sized of his backpack), once he leaves the dumpster, the place closes and only opens again next day.