

GAME DESIGN DOCUMENT

Farmenture

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1. Executive Summary, Quick overview

Farmenture is built around 2D farming system. It has a few NPCs that have different storylines. Player can also adventure through random generated forests fighting monsters and gathering rare resources and items. The game also has RGB style ability and level system.

2. Target Audience

- Adults
- Casual farming simulator fans
- Want relaxed feeling

3. Main Characters

Main character that the player plays with is young adult that the player can name them self. From busy town life he is forced to move to a quiet farm.

4. Main Features

4.1 Main mechanics

- Farming
 - o Day-night cycle
- Adventuring
 - o Random generated forest
 - o Fight system (health and weapon)
- Crafting
 - o Resource management
- Webstore
 - o Currency
- Dialog with NPCs
- Ability and level system
- Quest system
- Daily energy

4.2 Movement

- Running, no jumping etc.
- Camera follows player

4.3 Physics

- Day-night cycle
- Gravity
- Collisions

5. Genre, Setting, Concept Art book

Genre: farming, simulator, adventure, rbg, casual

6. Enemies, NPCs, Other objects

NPCs

- DD the Delivery dude

- Best friend
- Dog

Monsters (in forest)

Crops

- Carrot

Tools

- Axe
- Hoe
- Watering can

7. Story board, script

The game has separated main story and side stories that are related to the NPCs.

7.1 Main story overview

Main character wakes up in an unknown farmhouse with heavy hangover and with only few memories from last night. They find out that last night they used all their money to buy the farm. Their only option is to start farming so they can get enough money to get back to where they live and have enough money to continue their life. But they get into farming and when they have enough money to get back to their old life, they decide to stay in the farm.

7.2 DD the Delivery dude

When the player makes their first purchase from the online shop, they will meet this laid-back delivery dude called DD. DD is surprised that someone has moved so deep into the countryside. He offers his help and starts tutorial-like questline.

7.3 Best friend

Best friend from the old days can be contacted via main characters laptop or phone. He/she will tell how everyone is doing back in the city. If player keeps contact with them and their farm is in good enough shape, he/she may visit the farm and unlock some new items.

7.4 Dog

Can be encountered in the forest. At first player must build trust with the puppy and lure it to the farm. After that the dog adventures with the player in the forest and helps finding rare items.

8. Technical definitions, Tech guide

8.1 Platforms, versions

- Windows 10

8.2 Control Scheme

- Keyboard and mouse
- WASD-keys for moving

9. Business definitions

The game will be one-time purchase without in-game purchases. Different DLC-packs can be sold separately containing for example mines and new items, town filled with new NPCs, farm animals and so on.

10. Outsourced/Bought Assets

- Free 2D Mega Pack by Brackeys

Package: <https://assetstore.unity.com/packages/2d/free-2d-mega-pack-177430>

Owner: <http://brackeys.com/>

Used: Many items' sprites are from this source

- Fantasy Wooden GUI: Free by Black Hammer

Package: <https://assetstore.unity.com/packages/2d/gui/fantasy-wooden-gui-free-103811>

Owner: <https://assetstore.unity.com/publishers/32893>

Used: Most of the UI backgrounds are from this package

- Simple UI Elements by MadFireOn

Package: <https://assetstore.unity.com/packages/2d/gui/icons/simple-ui-elements-53276>

Owner: <http://madfireongames.com/>

Used: Most of the UI elements are from this package

- 2D Beginner:Tutorial Resources by Unity Technologies

Package: <https://assetstore.unity.com/packages/essentials/asset-packs/2d-beginner-tutorial-resources-140167>

Owner: <http://unity3d.com>

Used: Most of the backgrounds and some items' sprites are from this package

- PIA Pixel Art: Editor by Kristion Piacenti

Tool: <https://assetstore.unity.com/packages/tools/painting/pia-pixel-art-editor-113082>

Owner: <https://assetstore.unity.com/publishers/35352>

Used: Most of the sprites developed by Vilma Mäkitalo, the developer of this game, are made with this tool.