# Project Documentation: Hello Farmer

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## 1. Assignment

The assignment involves creating a unique game called 'Hello Farmer,' a farm-based puzzle adventure inspired by 'Hello Neighbor.' The project aims to combine creative problem-solving with interactive gameplay in a mysterious farm setting.

## 2. Team

Team Members:

- Plamen Dailyanov: backend and frontend developer

- Samuil Shkvarla: backend developer and QA tester

## 3. Stages of Development

1. Conceptualization: Brainstorming ideas and defining the game mechanics.

2. Prototyping: Creating initial prototypes to test core functionalities.

3. Development: Building the game using Unity and C# programming.

4. Testing: Identifying and fixing bugs to ensure a smooth user experience.

5. Release: Preparing the game for public access and feedback.

## 4. Project Description

'Hello Farmer' is an immersive game where players solve puzzles and uncover secrets on a quirky and mysterious farm. The game features interactive animals, hidden treasures, and challenging tasks that require creative thinking.

## 5. Functions and Methods

Key Functions:

- Movement System: Controls player navigation using WASD keys.

- Interaction System: Enables interactions with objects and animals using the E key.

- Puzzle Logic: Implements conditions for solving puzzles and unlocking new areas.

- Save/Load System: Allows players to save progress and resume gameplay.

- Animation Controller: Manages animations for characters and objects.