

FarmKonDee Documentation

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2110215 Programming Methodology

Semester 2 Year 2022

Chulalongkorn University

FarmKonDee

Introduction

FarmKonDee is a farming and livestock simulation game. Get ready to embark on an exciting adventure in the world of agriculture as you strive to turn your humble farm into a thriving business empire. Your objective is simple yet challenging: accumulate 10,000 units of money within a span of 25 days.

Rules

In FarmKonDee, you have a designated time frame each day, starting from 8 o'clock and ending at 20 o'clock, to engage in farming activities and raise animals. Your objective is to utilize this time effectively to cultivate crops, tend to livestock, and harvest their products to earn money. At the beginning of each day, you have access to 6 farm plots where you can sow seeds, nurture crops, and perform necessary tasks. Additionally, you have an animal stock with a capacity of 12 animals, allowing you to breed and care for livestock. Each action you take in the game consumes time, so it's crucial to plan your activities wisely within the given time constraints.

Example

- This is your farm. Your farm consists of one animal farm and six plant farms. To manage your farm effectively, you have three important buttons available.

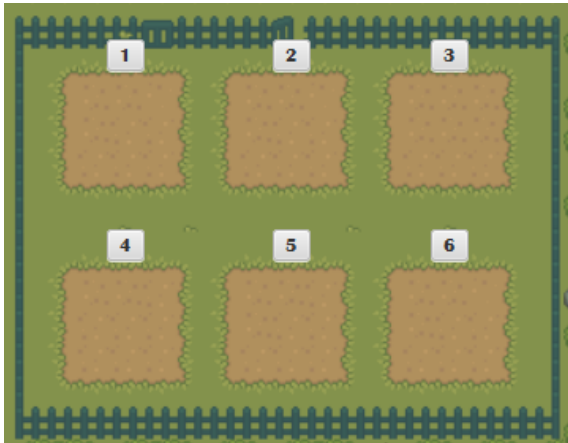




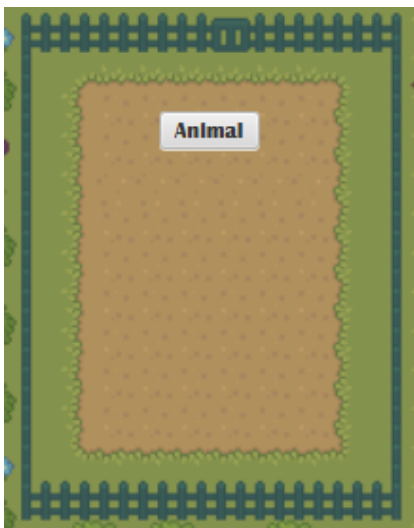
- "End the day": This button allows you to conclude the current day and continue the next day, enabling the game to continue.

Benefit of end the day are

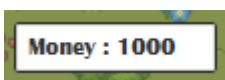
1. Let the crops grow.
2. Let the animal produce the product.



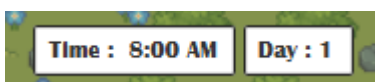
- Farm Buttons (Numbered 1 to 6): Each farm button corresponds to a specific plot where you can plant and grow crops. Select the desired farm number to access the planting and harvesting options.



- "Animal" button: Clicking this button takes you to the animal area, where you can interact with your farm animals and harvest their valuable products.



- Money label. You can invest your money in purchasing livestock and buying seeds. Your money comes from various sources, such as selling harvested crops and products from your animals.



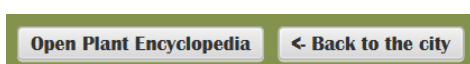
- Time and Day Label.

- The Time Label displays what time it is during the day .
- The Day Label displays what day it is since you start the game.



- Transition button.

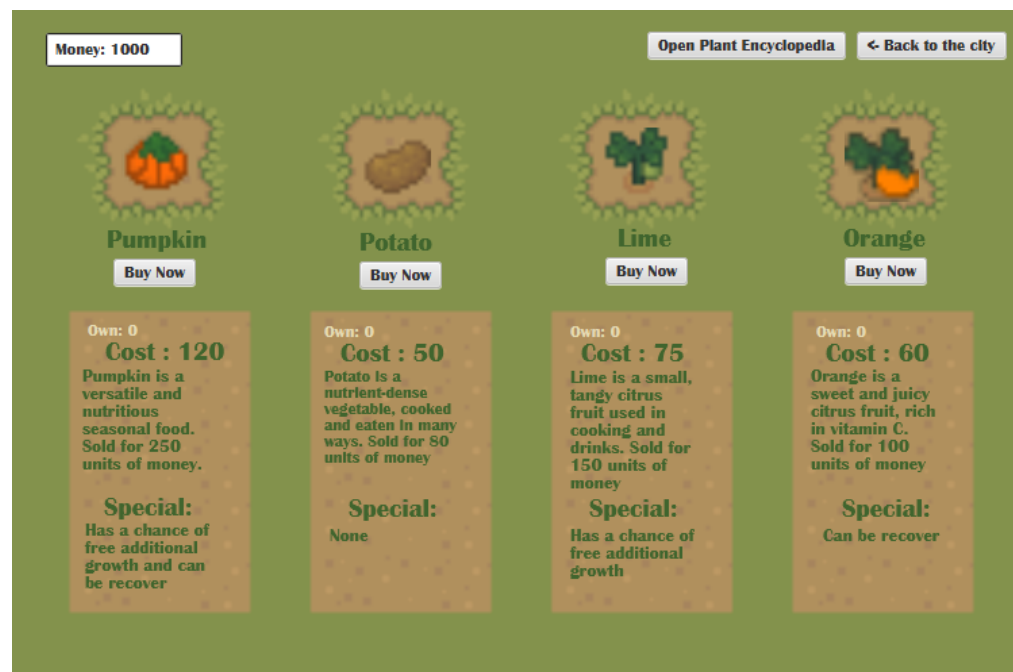
- This is an example of a transition button that lets you move between scenes.



- This is the city. You have access to two different stores to cater to your farming needs. The city has 2 different stores. Animal store and vegetable store.



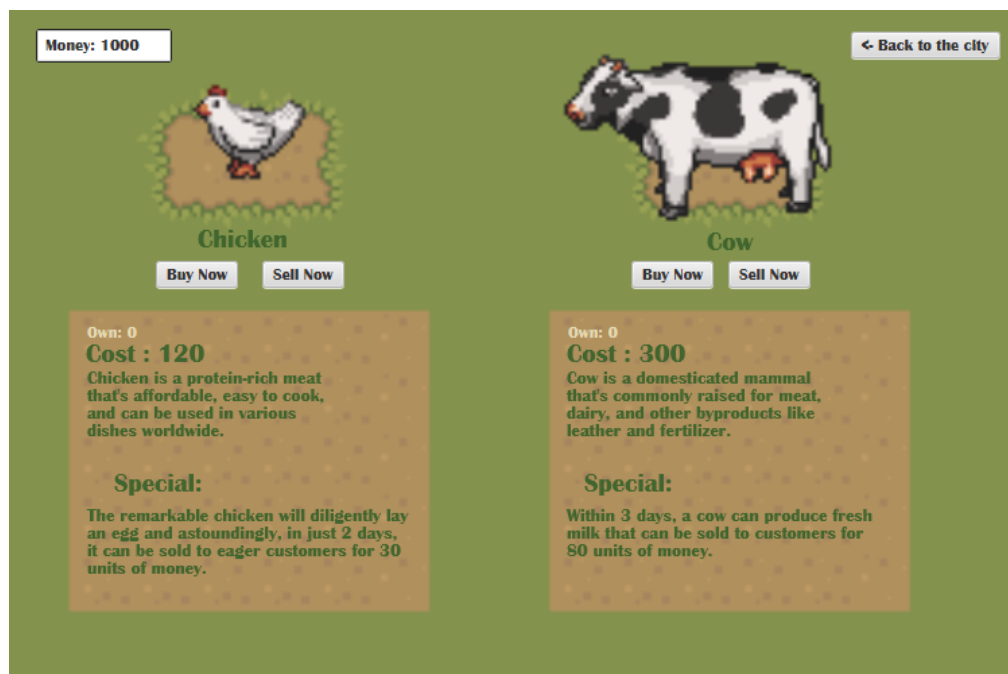
- This is the vegetable store. There are 4 distinct plant varieties, each with its own unique characteristics and benefits that can be bought.



- This is the plant encyclopedia. You can find detailed information about each plant's unique abilities and the benefits they offer.



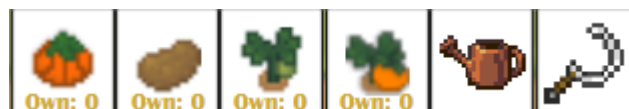
- This is the animal store. There are 2 kinds of animals that can be bought to collect their products. You can also sell it back to the store.



- This is the plant plot location. You can choose what plant you are going to plant with 3x3 space.



This is your tools bar.



- This is the Tools Bar. The Tools Bar provides quick and easy access to the tools and plant species necessary for farming.



This is your plant species. You can freely choose what type of plant you are going to plant.



When you select the tool you want to use, it will be highlighted in a way that makes it easy to see.



The Watering Pot is specifically designed to provide controlled and targeted watering to your crops. If you don't water the plant once per day, the health point of the plant will decrease by 1.



This is a sickle. Sickles have 2 purposes.

1. Cutting Crops: The primary function of the sickle is to cut and harvest crops.

Crop can harvest if it in Mature Stage



: Seedling Stage



: Sapling Stage



: Mature Stage

2. Dead plant Removal: The sickle can also be used to remove dead plants.



: Dead plant

Select the Vegetable that you want to plant. After that select a block that you want to plant. After selecting the block it will appear vegetable seed.



To water the farm block, select a watering pot and select the farm block that you want to water. After watering, the background of the block will become darker.



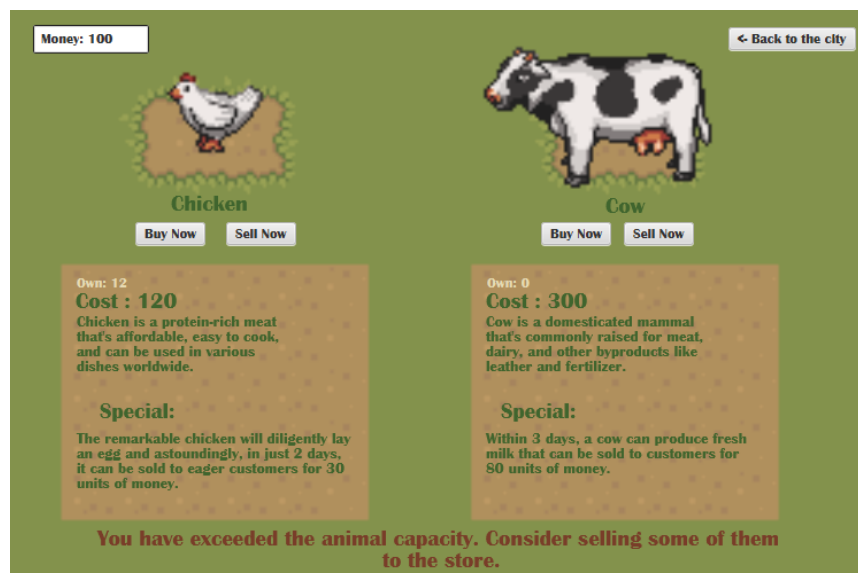
You need to end the day to let the crop grow.



To Harvest and Remove a Dead plant. select a sickle and select a farm block that the plant has a mature stage to harvest or select dead plant to remove.



- This is the Animal Farm. You can have up to 12 animals in Animal Farm.



If you have 12 animals in your farm you need to sell before buying.



You can get animals from the Animal Store. It will appear in Animal Farm after buying it.



Each animal can produce a product.



- Chicken produce an egg in every 2 days
- Cow produce a milk bucket every 3 days

When an Animal produces a product it will appear beside the animal. You can collect a product by clicking at it. It will increase player money after clicking it. Be careful to collect all the products in a day. The animal will not produce a product if you do not collect it.

After completing your day. You can press the “End The Day” button in the Player Farm Page to continue the next day.



- You can watch Overview of your farm after planting and buying animals.

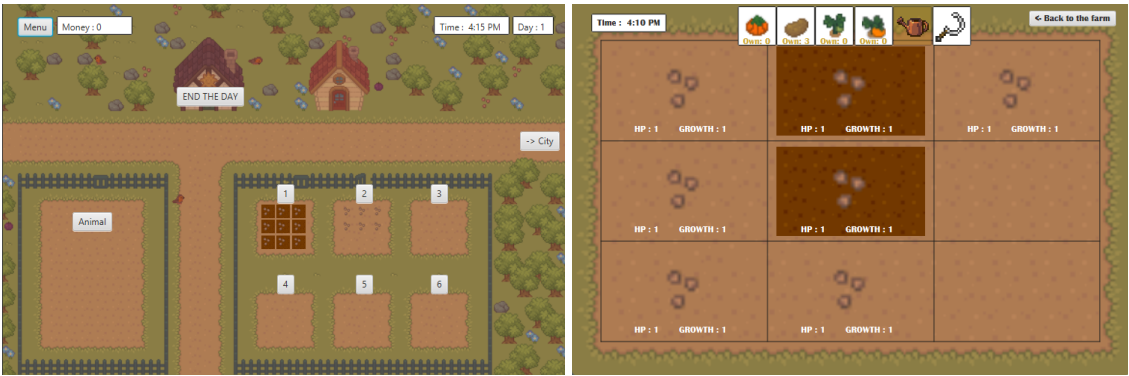


- The Game has 3 parts of the day

Morning (8:00 AM - 3.59 PM)



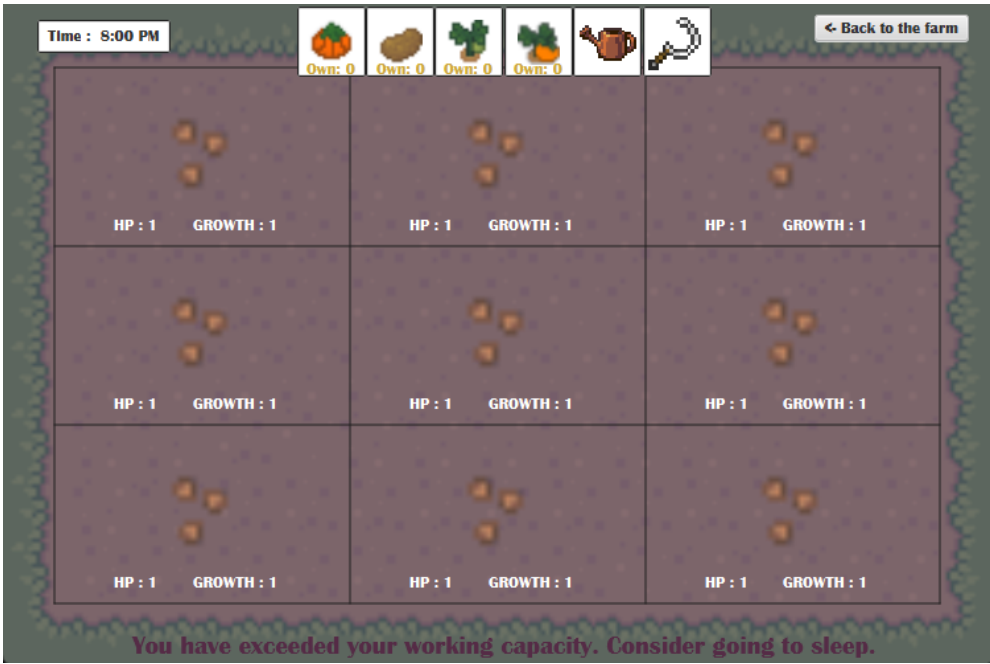
Evening (4:00 PM - 7.59 PM)



Night (6:00 PM - 8:00 PM)



Game will warning due to out of day time (8:00 PM)



- Ending

Game have 2 ending at day 25

1. Ending that player finished an objective



2. Ending that player not finished an objective



- After Ending you can clicked Main Menu button to go back to Main Menu scene

MainMenu scene



The MainMenu Scene has two options.

- New Game - Click to start a new game
- Exit - Click to exit the game

https://panawanit.github.io/FarmKonDee_JavaDocs/

