Pottery Game - Planning Document

1 Game Mechanics

1.1 Plot

1.1.1 Clay Patch

• Pick up normal clay from this area to use to make pottery

1.1.2 Potter's Wheel

• Use your clay to create pottery
• Choose what kind of pottery to make from your Potter's Book

1.1.3 Glaze Table

• *[Not sure how this should work completely]*
• Unlocked after completing the tutorial
• Choose what kind of glaze your pottery should have before firing

1.1.4 Kiln

• Used to fire your pottery

1.1.5 Cooling Table

• Pottery must cool down here after firing in the kiln
• Required step before pottery can be moved to showroom

1.1.6 Showroom

• Where completed pottery goes to be purchased by NPCs

1.2 Inventory System

1.2.1 Hotbar

• No traditional inventory - just a hotbar for simplicity (2-week project scope)
• Clay stacks in hotbar slots when collected from Clay Patch
• Future: different clay types stack separately
• Future: misc tools in hotbar (heat gloves, glaze tongs, etc.)

1.2.2 Clay Usage at Potter's Wheel

• Select a pottery style from the Potter's Book while at the wheel
• A semi-transparent preview model of the pottery appears on the wheel
• Indicator shows how much clay is required for the selected style
• Click the wheel with stacked clay in hand to deposit clay
• Once enough clay is deposited, the forming minigame begins
• Different pottery styles require different clay amounts
• Future: some pottery requires specific clay types

1.2.3 Potter's Wheel Minigame

• **Rhythm-based:** Timed button presses as the wheel spins - hit markers as they pass through a zone

- **Why rhythm works:** Contrasts with spam-click harvesting, feels more skilled/satisfying, matches the spinning wheel aesthetic
- Success quality affects pottery value/appearance
- Higher level pottery = faster/more complex patterns

1.3   Potter Level / Achievements

- Potter Level increases as you complete achievements in your Achievements Book
- Some Pottery Styles and Glazes are locked behind Level requirements

1.4   Plot Upgrades

1.4.1   Pottery Station Upgrades

- All Stations start at level 0
- Upgrades require a minimum level & Nyra (₦)

Clay Patch Upgrades

- More clay per harvest
- Faster replenish time
- Higher clay storage cap

Potter's Wheel Upgrades

- Faster shaping time
- Unlocks Pottery Styles at certain levels

Glaze Table Upgrades

- *[To be determined]*

Kiln Upgrades

- Faster firing time
- Larger batch capacity

Cooling Table Upgrades

- Faster cooling time
- Increased cooling slots

1.4.2   Plot Theme Upgrades

- Plot starts small and simple with dirt floor
- Unlock cosmetic plot themes that transform the entire workspace aesthetic
- All themes accommodate all crafting stations (Clay Patch, Potter's Wheel, Glaze Table, Kiln, Cooling Table, Showroom)
- Each theme features a unique showroom design - the primary visual flex for other players
- Example themes:
  – Pink Pottery Factory - cute, modern aesthetic
  – Industrial Workshop - gritty, factory vibe
  – *[More themes to be designed]*
- Themes are primarily cosmetic but serve as status symbols to show off progression

2   UI Style

[To be determined]

3   Update Schedule

[To be determined]