

# Project Farming

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## Game Summary

**Game Name:** (Not Yet Decided)

**Project Codename:** Project Farming

**Project Date:** June 2024 to (Est. beta) Q1 2025, (Est. stable) Q3 2025.

## High Level Concept

*A life-simulation RPG set in the serene countryside of rural China. Players choose to embody either a brother or sister, recent graduates in agriculture and engineering, as they return to their hometown. Through hard work and innovation, they aim to revitalize the community and improve the lives of its residents.*

**Genre:** Farming-Sim Role-Playing

**Target Audience:** Players aged 12+ who enjoy open-ended slow-paste gameplay.

## Core Gameplay Mechanics

**Note:** some mechanics may not be implemented yet, as the game is still work in progress.

### Authentic Chinese Cultural Experience

- The game immerses players in the daily life of a rural Chinese town, with strong cultural roots. Both player characters and NPCs have authentic Chinese-style names. Interactions with NPCs are guided by the concept of Ren Qing (human connections), reflecting the social dynamics of Chinese communities.

### Dynamic Weather, Seasons, and Festivals

- Players will experience changing weather, seasons, and festivals throughout the in-game year. These seasonal shifts impact daily life, requiring players to plan their activities and schedules accordingly.

### Community Renovation and Development

- As the town's only residents with university degrees—one in agriculture, the other in engineering—players have the unique opportunity to spearhead improvements. By collaborating with NPCs and addressing their concerns, the player can gradually revitalize their hometown. As the town prospers, relationships between the player character and other townspeople will deepen.

## Story and Progression

After completing your final year at university, you've earned a bachelor's degree in Agriculture (if you choose the brother) or Engineering (if you choose the sister). You and your younger sibling (the character not chosen) return to your family home in a rural village, initially planning to stay for just a few days before heading back to the city.

However, upon learning from your parents that your grandparents passed away last year while you were busy finishing your graduation thesis, you decide to stay and honour their legacy. Inheriting their land, you commit to restoring the family farm and using your education to breathe new life into the community.

And so, your journey begins—building a new life in the countryside, strengthening family ties, and improving the village for future generations.

## Progression Checks

Given the open-ended nature of the game and its genre, there are relatively few story progression checks. However, thanks to the small development team (just two people), content can be added or adjusted quickly as needed. Despite this flexibility, the following key milestones are planned:

### House Upgrades (Levels 1 to 4)

- Level 2: Expands the living room and adds a kitchen.
- Level 3: Adds an extra empty room, which the player can customize for any purpose.
- Level 4: Unlocks an underground storage room, allowing players to store their harvest and create value-added products like pickles or wine.

### Tool Upgrades (Levels 1 to 3)

- Each upgrade improves tool efficiency, streamlining farming and other tasks.
- Tool visuals will progress from copper to iron to steel, reflecting their improved quality.
- Unlike many games in the genre, the upgrade path avoids common tropes like gold-tier tools to maintain the grounded, realistic tone of the setting.

## Characters and In-Game Inventories

Below are the list of all characters and the list of in-game inventories, including things such as different season crops, items, and tools etc.

*We have not yet added any list of in-game inventories yet, it will be added once its design finished.*

### List of All Characters (Profiles)

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#### *Ming Xuan (Selectable Protagonist)*

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**Original Name:** 明轩 (dir. Teahouse)

**Age:** Early 20s

**Appearance:** To be finalized.

**Background:**

Ming Xuan is a graduate Master in Engineering at his University. He and his sister decided to inherit the family home at a suburb in China.

(If he is not the player) He is a gentle and caring individual who always attempts to take care of everyone around him.

**Dev. Notes:** This is one of the options for player character; he will be the big brother of the protagonist duo if he was chosen by the player. We decided to make him into a very gentle and kind personality to cultivate a distinctive dynamic brother-sister relationship between the two protagonists.

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*Xue Qing (Selectable Protagonist)*

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**Original Name:** 雪晴 (dir. The sunshine after the snow)

**Age:** Early 20s

**Appearance:** To be finalized.

**Background:**

Xue Qing graduated from her university with a master's in engineering. She and her brother decided to inherit the family home in a suburb in China.

(If she is not the player) She appears to be self-centric, often wanting a lot of attention, especially from her brother. However, she really cares for her loved ones; it's just that she doesn't know how to express these emotions.

**Dev. Notes:** This is one of the options for player character; she will be the big sister of the protagonist duo if she was chosen by the player. We decided to make her into this tsundere, very attention seeking personality to cultivate a distinctive dynamic brother-sister relationship between the two protagonists.

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*Brother Zhang (Owner of the General Store)*

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**Original Name:** 张大哥

**Age:** Late 20s

**Appearance:** To be finalized.

**Background:**

Brother Zhang is the owner of the general store and is the mayor's son. While he never publicly complains about his father, he is visibly concerned about his father's attempts to arrange his marriage before his 30th birthday.

**Dev. Notes:** It is quite commonly believed, especially in the rural areas in China, that young individuals need to get married before they are 30. It is often "a disappointment" within the family if someone's son or daughter fails to do so. Although such beliefs are way less common nowadays, we want to showcase this belief within the game to provide a more culturally authentic experience.

*Sister Gao (The Town's Nurse)*

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**Original Name:** 高大姐

**Age:** Late 20s to early 30s.

**Appearance:** To be finalized.

**Background:**

Sister Gao serves as the town's nurse and, with a diploma in medicine, effectively acts as its doctor as well. Originally arriving for an internship during her studies, she chose to stay after graduation upon realizing the town's lack of proper medical care. Driven by compassion, she has made it her mission to ensure the well-being of everyone in the community.

**Dev. Notes:** In China, it is common for graduate students to undertake internships in rural areas as part of their thesis work, particularly in fields related to human development, such as medicine or education. In recent years, many university students have travelled to the countryside to contribute to local education, healthcare, and infrastructure development.



*Grandpa Hu (The Town's Blacksmith)*

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**Original Name:** 胡大爷

**Age:** Mid 70s.

**Appearance:** To be finalized.

**Background:**

Grandpa Hu is the town's blacksmith. The old blacksmith has spent decades perfecting his craft, his calloused hands and weathered face bearing the marks of countless hours spent at the forge. Once a young apprentice learning the trade from his father, he took over the family smithy as a young man and has since become an irreplaceable part of the town.

**Dev. Notes:** He is the typical old master archetype who has masteries over a specific craft, in this case, smithing.

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*Uncle Zhang (The Town's Mayor)*

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**Original Name:** 张大叔

**Age:** Mid 50s.

**Appearance:** To be finalized.

**Background:**

The town's mayor is an elderly man with a warm smile and a calming presence, known affectionately by all as "Uncle Mayor." He has served the town for decades, earning the respect and trust of its residents with his wisdom and dedication. A close friend of the protagonists' grandparents, he fondly recalls stories of their youth, often sharing tales of their adventures and kindness. Though his steps have slowed with age, his mind remains sharp, and he still takes an active role in guiding the town.

**Dev. Notes:** He is the tutorial of the game. The player could ask him about some useful tips for guidance.

## Links and Credits

**Project GitHub Source Link:** <https://github.com/StarryDust-02/Project-Farming-Public>

**Note:** The above GitHub link is a mirrored repository originally from Tencent Coding, the primary repository site used for the project due to the team working internationally.

You should be able to successfully view all the assets of this project once opened it in Unity.

Since this is a Unity project instead of a packaged program, we are not sure about the system requirements yet. We believed anything that can open a Unity project should work.

## Credits and Copyright

Developed using the free tier of the Unity engine.

## Special Thanks

A special thanks goes to Zihao Cheng, a bachelor student from the School of Art and Design, Zhengzhou University of Light Industry for the amazing 3D modeling works he did.