

## Design Statement for *Project Farming*

### Project Summary

The project, currently codenamed *Project Farming*, seeks to deliver a unique farming simulation game set in the picturesque backdrop of a rural Chinese town. It incorporates traditional farming gameplay elements—such as tending crops, raising livestock, and engaging in daily chores—while emphasizing the importance of building meaningful social relationships with the town's residents. Unlike many other farming simulation games, *Project Farming* aims to immerse players in an authentic cultural and social experience. Player interactions with non-playable characters (NPCs) are shaped by the Chinese concept of Ren Qing (human connections), encouraging players to navigate nuanced social dynamics and maintain respectful boundaries within the in-game community. Both the player character and NPCs are given thoughtfully crafted, culturally authentic Chinese names, enriching the sense of immersion and cultural fidelity.

### Project Intentions

The primary intention behind this project is to hone my skills in project management and game design. After careful market analysis, my teammate and I identified a significant gap: there is a lack of authentic Chinese-themed farming simulators across major platforms, including consoles and the Steam store. This project was conceived as a potential solution to fill that niche, aiming to bring the charm of Chinese culture into a format that is engaging and accessible to a global English-speaking audience. *Project Farming* aspires to stand out not only as a fun and engaging game but also as a subtle educational tool that introduces players to aspects of Chinese traditions, community life, and social norms.

### Personal Contribution

I played a pivotal role in both the creative and administrative aspects of the project, supported by occasional input from my teammate. My responsibilities encompassed the design of the game's characters, crafting of the narrative, conceptualization of the town map, and creation of culturally appropriate clothing designs. Additionally, I have managed the project's logistics, including scheduling and coordinating meetings across a challenging 13-hour time zone difference. These efforts ensured that our collaboration remained productive despite the geographical distance. By spearheading these aspects of development, I have sought to build a cohesive vision that aligns with our shared goals for the project.

### Lessons Learned from the Project

This project has been a valuable learning experience, providing me with insights into effective project management and design decision-making. A key takeaway has been the importance of clear and consistent communication, especially when collaborating with a teammate handling artistic elements such as 3D models for characters, crops, buildings, and items. The challenge of working across time zones has highlighted the need for meticulous planning and adaptability, inspiring me to refine my time management and organizational skills. While these logistical hurdles have posed difficulties, they have also underscored the importance of flexibility and proactive problem-solving in creative collaborations.

### File Listing

- The current version of the Game Design Document (version 1.1)
- GitHub Repository to the Source Codes: <https://github.com/StarryDust-02/Project-Farming-Public>