

Main storyline phases:

1. Early game (Narrative-driven/Goal-setting): Players start with some urgent missions or meeting some concrete goals (e.g. try planting xx corns to save xx starving villages or earn xx money to update the productivity)
2. Mid to late game (Strategy like game): As the village stabilizes, gameplay shifts to a strategic farming system, similar to 2048, where players balance watering schedules, crop selection, and timing to maximize food production and earnings.

Opening:

※Scene Description [a short video display]:

Dilapidated trucks pull into a desolate town with decaying houses along the roadside and a long line of elderly people lining up in front of a tiny Food Bank - food shortages have become a part of their lives.

※In the distance is a deserted farmland, once richly harvested, now full of weeds and dry, cracked soil.

<Mayor JY> (tutorial leader) [happy face]: Hi It's good to see you, and we finally got around

▼

Thank you for your willingness to take over this farmland. ▼

You can probably tell that we're not doing so well. It used to be that this land could feed an entire town and city around us. But now, more and more people are losing their jobs, farmers are giving up farming, and even the food bank is running out of stock. ▼

I hear you're willing to take over your grandfather's farmland. We really need you. ▼

Would you like to help us and bring this land back to life? ▼

【option 1】How do I start?

【option 2】Why don't people keep growing food?

{Option 2}

<Mayor JY> (tutorial leader) [sad face]: I know you're going to ask ..... questions that aren't that simple. ▼

Some farmers have tried to get back to farming, but the weather has gotten worse every year. The great drought a few years ago destroyed the hopes of many. ▼

More realistically: it costs money to farm, and that involves more silent costs. Seeds, fertilizers, more advanced machines ..... These are not free, especially compared to going to work in big cities ▼

Some people moved to the cities, and those who stayed were mostly aging farmers who could no longer afford to run their farms. ▼

But you're different. You have a chance to change all that. ▼

{Option 2}

※screen turn black and change the scene to the farmland (tutorial start) (farmland that for the game but with rock and dust )

<Mayor JY> (tutorial leader): Let's start with some simple start-ups. ▼

This land has been abandoned for a long time. Let's clean it up. ▼

【Land clearing (removal of weeds & stones)】

Very well! Now we can start planting the first grain. ▼

Corn might be a good choice. ▼

It's drought tolerant, grows quickly, and is one of the most in-demand staples for food banks, as well as being able to be made into a variety of food products with a long shelf life. ▼

※ option of corn jumps out

> player click corn and put it into field

<Mayor JY> (tutorial leader): great! ▼

But remember, planting is just the first step, you need to take good care of them. ▼

Crops need water to grow healthy. Try watering them! ▼

※ option of watering jumps out

> player click the pic and put it into field

It's good! If the weather is dry, though, you'll need to water more often. ▼

Farming requires patience. Let's wait and see. ▼

> wait untill done

Your corn is ready for harvest! Click on it to collect the food. ▼

Great job on your first harvest! Now that you've mastered corn, you can try planting soybeans. ▼

Soybeans are a great alternative—they replenish the soil and provide a steady food source.  
▼

【tutorial finished】

Main story mission:

Mission 1: Solving the local food shortage

Goal: successfully harvest xx food unit

Mission 2: Increase the food production

Mission 3: increase yield

Mission4: tbd