

MOLLY'S FARM

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<https://scratch.mit.edu/projects/590863673>

A1. Molly's Farm is a gardening game where players can experience farming in a virtually. This is a leisurely game, rather than being fast-paced or action-packed. The game enables players to relax while making profits. It is an interactive game, and players can create their own landscapes on the land tiles. The game gets intense when the crops are ready for harvest as the player must rapidly click the mouse on the plants till the time it gets harvested. This game can be played by anyone, just for fun.

A2.



This is Molly. Molly needs someone to look after her Farm for a day while she is out of town for some work. The player gets 10 coins to start the game. Molly generously offers the players to keep the profits they get from the farming activities.

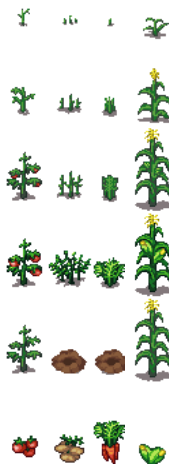
Please note: 1 Game day = 600 secs



Players have the option of 4 plants/crops – i.e. Tomato, Potato, Carrot and Maize. Pricing details are visible to players when they hover the mouse before buying.

Click on the icons on the screen to buy plants. The coins will be deducted accordingly.

Purchased plant saplings will appear under the 'Coins with you' indicator on the screen.



Player must click on the land where they want to plant the sapling. It will only be planted if the ground is Brown (ploughed)

Player drags the sapling from under the 'Coins with you' indicator to the ploughed land

Once the sapling is planted on the ploughed land, player has freedom to change the land as per their wish. Landscape changes with mouse click on the land tile.

Each plant has a separate gestation period when it grows. Once the plant is ready for Harvest, player hears a pop sound, and a message is displayed.

Player rapidly clicks the mouse on the plant to harvests when it is ready. Earn double coins in harvest than what you spend while buying the plants.

If not harvested within deadline, the plant dies, and the coins spent on buying the plant goes waste

Plants such as Tomato and Maize provides infinite harvest opportunities, whereas Potato and Carrots are single harvest plants



When the player clicks on the Exit Button (X) at the Top Left of the Game screen, or when the Time Lapse exceeds 1 game day, the Game Exits

Molly returns to her farm and congratulates the player for the profit earned.

Profit is calculated in the background based on the coins spent on plant purchases as well as coins earned through harvest.

Players can click the Play Again button and enjoy the Farming experience once again

C3. Improvements as suggested by Laman - add some music and fix Exit game button. I have worked on those suggestions. Background music added to the game as well as when the plants are harvested. Exit Game button is fixed by making some changes in the original coding. These suggestions were important because it adds value to the game. Also the original Exit Game button had a bug which is now resolved.