Farms Overview

# Introduction

Farms provide the player an opportunity to select a seed, grow that seed over time and then use the ingredient produced to either unlock an input ingredient for the players factories, or to reduce the input cost for that specific ingredient.

The player could have the ability to swap out the ingredient being grown in the field for another ingredient, but maybe this could have the penalty of a changeover timer that they have to wait before the new ingredient is ready.

# Design

Going along with our discussed idea of you playing as a founder of a town that was abandoned; when you first encounter the deserted down you may find ruins of what once used to be buildings and farms and factories. The farms could be charred, or full of rot or just plains depending on what we decide on to fit our theme.

Once the player has selected abandoned farm that they wish to restore, the farm will undergo the restoration process and slowly be turned in to an appropriate place to grow the ingredient.

Once the field has been restored, once the player clicks the new farm, a popup should appear letting them pick an ingredient type they wish to grow here. This doesn’t necessarily have to be realistic since we are using a fantasy theme. This will populate the area with the field with farmers and then the process of creating a farm is complete. The player can leave the farm forever now as it provides its bonus (Lower input ingredient cost etc.) to the rest of their village.

I took into consideration other ideas such as having the player maintain the crops every few hours to gain the best possible bonus, but then I think that would take away from the puzzle genre and add to the city building/simulation genre which isn’t really what we are aiming for on the brief. The other idea I had was that farms are just unlocked as game progression awards, and you don’t have to manage them at all, they are just added to your city automatically and only boost a set ingredient that can’t be changed by the player.

*Side note:* *I think it would be nice to have the farms aesthetic matching the type of ingredient being grown but this may be over scoping a little, so that might have to be a stretch goal.*

# Concept Drawings