

# 農場の鶏 - Farm Chickens™

## Gameplay Overview:

Players start with a basic chicken and use seeds to feed it. The chicken lays eggs that evolve into chicks after a certain period. Players must then perform specific actions (like feeding) that require double consent between the chick and the player to ensure the chick grows healthily. Once matured, chickens can be sold for coins at an NPC store.

## Special Features Using Clipboard Mechanism:

- **Resource Sharing:** Players can share resources like special seeds or growth boosters using a clipboard-like system where both sender and receiver must consent to the transaction.
- **Themed Skins:** Players can select themed skins for their chickens from in-world vending machines. These skins could range from holiday themes like Christmas or Halloween to pop culture references, adding a fun and personalized touch to the gameplay.

## Controls Integration:

Here's how the controls could be mapped to facilitate these interactions in the game:

## Game Mechanics:

- **Double Consent Feeding:** To grow a chick, both the player and the chick must agree on the feeding schedule and type, mimicking the double consent clipboard transfer.
- **Economic Transactions:** Selling mature chickens for coins involves interactive bargaining with NPCs, requiring players to use strategic consent to maximize profits.
- **Customization with Themed Skins:** Players can customize their chickens with various themed skins purchased from vending machines, enhancing the visual appeal and personal connection to the game.

## Steam categories

Idler. Like an incremental game where you set up initial conditions, apply an action and wait.

<https://store.steampowered.com/tags/en/Idler/>

Cozy theme. Think setting.

<https://store.steampowered.com/tags/en/cozy/>

Developer communications tools -> Social Deduction. let me know if that link is unclear

<https://store.steampowered.com/tags/en/Social%20Deduction/>

### Technical Prototype:

[https://github.com/V-Sekai/godot\\_network\\_demo](https://github.com/V-Sekai/godot_network_demo)

Action	Keyboard	PS5 Controller	Xbox Controller
Move (Direction)	`W`, `A`, `S`, `D`	Left Stick Direction	Left Stick Direction
Sprint	Shift	Hold L3	Hold L3
Toggle Camera Mode	C	Touchpad Button	View Button
Zoom In/Out	Mouse Scroll	R2/L2	RT/LT
Physics Reset	R	Triangle Button	Y Button
Block Physics Send	B	Circle Button	B Button
Menu Toggle	Esc	Options Button	Menu Button
Send Clipboard	Ctrl + S	D-Pad Up + Square	D-Pad Up + X
Receive Clipboard	Ctrl + R	D-Pad Down + Square	D-Pad Down + X

### Collaborations:

Remembering collaboration with humbletim.