

# Civiltà Contadina

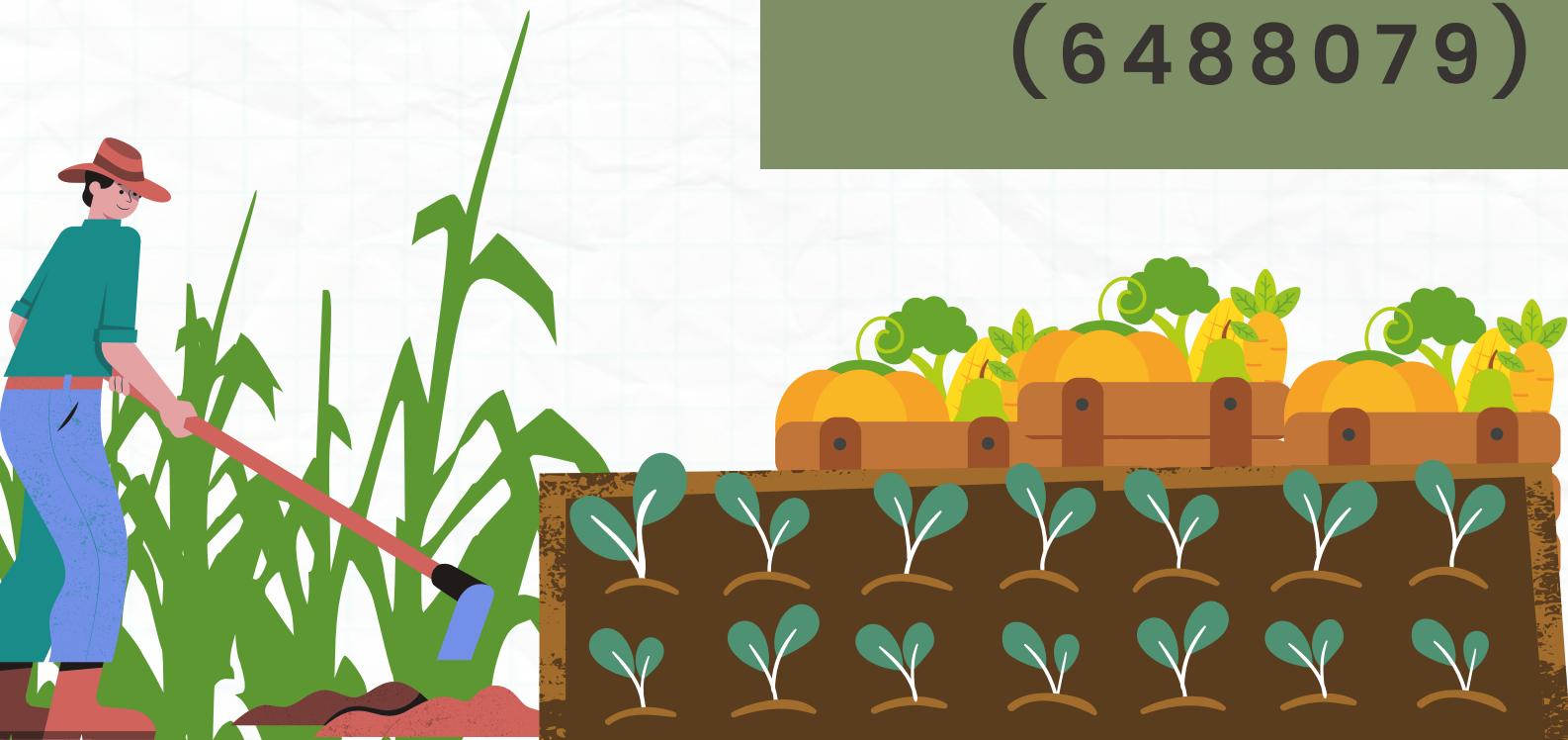
Civiltà Contadina

PLAY

CONTROLS

QUIT

BURIT SIHABUT  
(6488079)





# Inspiration

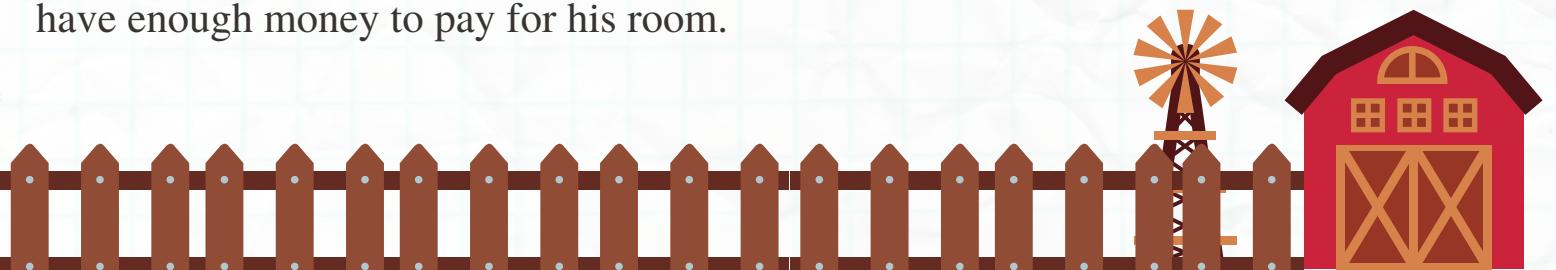


My games based on the given game theme "farming" are Animal Crossing and Stardew Valley. My game genre is role-playing games. I'll implement some fantasy plot ideas into my game, but the main theme will remain a farming game.

In Animal Crossing, the player takes on the role of a human character who goes to a rural village populated by anthropomorphic animals and remains there permanently in the Animal Crossing games. There are no stated objectives in the game, and players are invited to spend their time in the town doing anything they choose, such as collecting things, cultivating plants, bug-catching, fishing, and interacting with the hamlet's population. As a consequence, the passage of time in the game world matches the passage of time in reality, as well as the current season and time of day.

In Stardew Valley, The wizard, also known as M. Rasmus in Stardew Valley, is a villager who lives in Cindersap Forest's Wizard's Tower to the west.

In my game, Civiltà Contadina (Italian) meaning farming culture (English), the player in Civiltà Contadina takes on the role of a human character named Ethan Wake, who moved from the capital city into the countryside because he got expelled from high school. Now he's looking for cheap accommodation in the local area, and he needs money to pay for it. Afterward, he was invited by the landlady to help her farm, so he would get money (Cogram Currency) to pay for his room. My game has an ending story: instead of having set objectives for each day, players are invited to spend their time on the farm, such as getting rid of insects, gathering chicken eggs, or killing wild animals to keep them from attacking the farm. As a result, my game will come to an end when you have enough money to pay for his room.



# Design World

Classroom (1)

Urbancity (2)

Room with Food (3)

Bedroom (4)

Easy

Stage 1: Hay Field

Medium

Stage 2: Farm

Hard

Stage 3: Mountain

## Decoration

Cloud

Cow

Mouse

Snack

Strawberry Pie

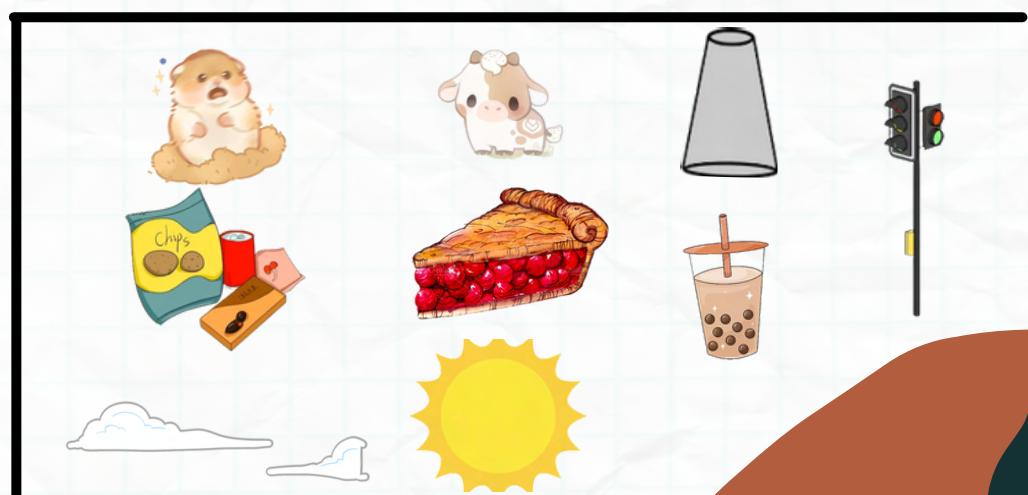
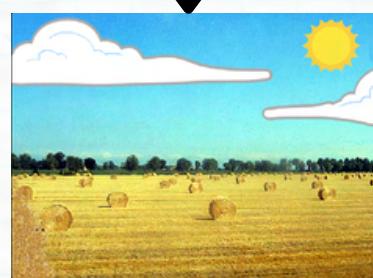
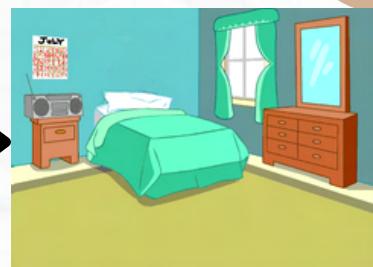
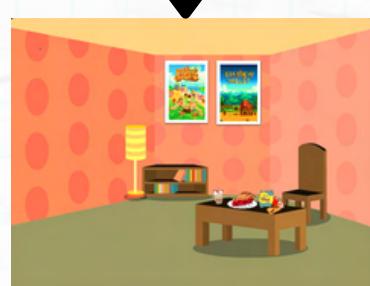
Sun

Traffic Light

Bubble Tea

Glass Water

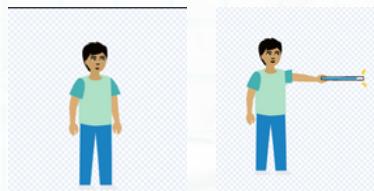
## Timeline



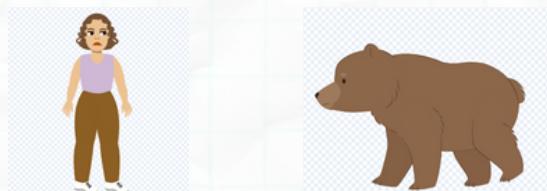
# Design

## Characters & Elements

Ethan Wake



Alicia Wells



Bear

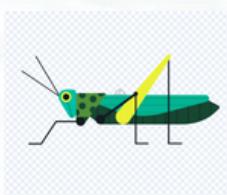
April Moore



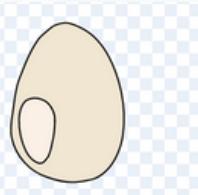
Freeman Le Doux



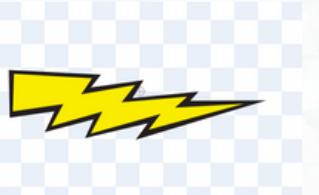
Grasshopper



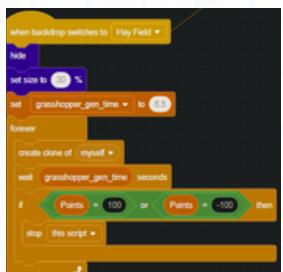
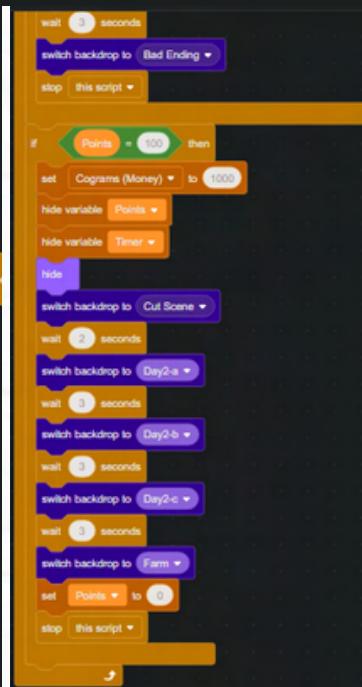
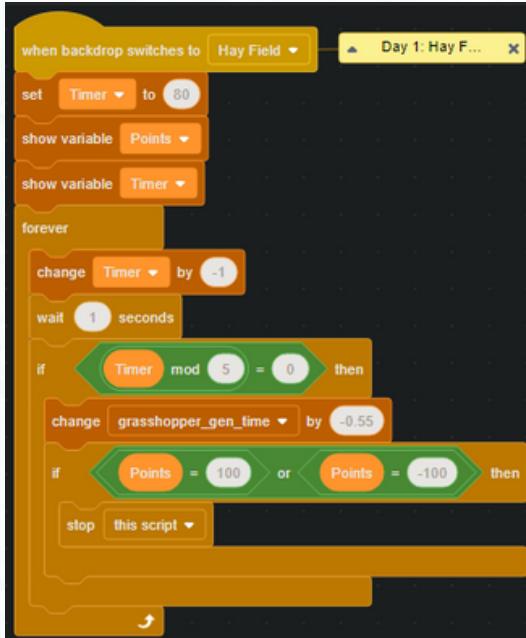
Egg



Lightning



# Setting Stage 1 (Easy)



## Day 1: Hay Field Stage

Timer : 80 sec

(Grasshopper\_Gen\_Time = 6.5 sec)

Every Timer % 5 == 0 (Timer --)

Grasshopper\_Gen\_Time == 0.55 sec

If Points = 100 or Points = -100

= Stop this script

**Points: 0** (Goals to pass this stage = 100 points)

x: -175 , y: -110

(every press w = Jump) = (y+= 10)

(every press a = Left) = (x -=10)

(every press s = Down) = (y -=10)

(every press d = Right) = (x +=10)

(every press Spacebar = Spell) = (say Baubillious!)

= (play sound Baubillious!)

If (Timer = 0 or Points = -100)

= Change Backdrop to Bad Ending Scene

= Stop this script

If Points = 100

= Set Cograms (money) 1000

= Hide Points and Timer

= Change Backdrop to Farm

then set Points = 0

Grasshopper\_Gen\_Time = 6.5 sec

if (Points = 100 or Points = -100)

stop this script

When clone Grasshopper

= start sound Grasshopper Effect

= say Xsshh.

forever

if (Points = 100 or Points = -100)

delete this clone

When clone Grasshopper

if touching edge or Ethan Wake

change Points -5

delete this clone

# Function

## Setting Stage 2 (Medium)

```

when backdrop switches to [Farm v]
set [Timer v] to [80]
show variable [Points v]
show variable [Timer v]
forever
  change [Timer v] by [-1]
  wait [1] seconds
  if [Timer mod 5 = 0] then
    change [egg_gen_time v] by [-0.5625]
  if [Points = 150 or Points = -150] then
    stop this script
end

```

**Day 2: Farm Stage**

**Timer : 80 sec**

(**Egg\_Gen\_Time** = 6.5 sec)

Every Timer % 5 == 0 (Timer --)

**Egg\_Gen\_Time** == 0.5625 sec

If **Points** = 150 or **Points** = -150  
= Stop this script

```

when backdrop switches to [Farm v]
set [Timer v] to [80]
show variable [Points v]
show variable [Timer v]
forever
  change [Timer v] by [-1]
  wait [1] seconds
  if [Timer mod 5 = 0] then
    change [egg_gen_time v] by [-0.5625]
  if [Points = 150 or Points = -150] then
    stop this script
end

```

**Points: 0 (Goals to pass this stage = 150 points)**

x: -175 , y: -110

(every press **a** = Left) = (x -=10)

(every press **d** = Right) = (x +=10)

If (Timer = 0 or Points = -150)

= Change Backdrop to Bad Ending Scene

= Stop this script

If **Points** = 150

= Set Cograms (money) 2000

= Hide Points and Timer

= Change Backdrop to Mountain then set **Points** = 0

**Egg\_Gen\_Time** = 6.5 sec

if (**Points** = 150 or **Points** = -150)

stop this script

When clone Egg

if (**Points** = 150 or **Points** = -150)  
delete this clone

When clone Egg

if touching edge or Ethan Wake  
change **Points** -6  
delete this clone

```

when backdrop switches to [Farm v]
set [Points v] to [0]
show
switch costume to [mc-stand-R v]
go to x: -175 y: -193
glide [1] secs to x: -175 y: -110
set size to [20] %
switch costume to [mc-hold2hand-R v]
forever
  if [key a pressed? v] then
    change x by [-10]
  switch costume to [mc-hold2hand-L v]
  if [key d pressed? v] then
    change x by [10]
  switch costume to [mc-hold2hand-R v]
  if [Points = 150 or Points = -150] then
    stop this script
end

```

# Function

## Setting Stage 3 (Hard)

```

when backdrop switches to [Farm v]
set [Timer v] to [80]
show variable [Points v]
show variable [Timer v]
forever
  change [Timer v] by [-1]
  wait [1] seconds
  if [Timer mod 5 = 0] then
    change [egg_gen_time v] by [-0.5625]
  if [Points = 150 or Points = -150] then
    stop this script
  end
end
  
```

```

when backdrop switches to [Farm v]
set [Timer v] to [80]
show variable [Points v]
show variable [Timer v]
forever
  change [Timer v] by [+1]
  wait [1] seconds
  if [Timer mod 5 = 0] then
    change [egg_gen_time v] by [-0.5625]
  if [Points = 150 or Points = -150] then
    stop this script
  end
  if [Points = 150] then
    set [Cograms (Money) v] to [2000]
    hide variable [Points v]
    hide variable [Timer v]
    hide backdrop to [Cut Scene v]
    switch backdrop to [Day3-a v]
    wait [3] seconds
    switch backdrop to [Day3-b v]
    wait [3] seconds
    switch backdrop to [Day3-c v]
    wait [2] seconds
    switch backdrop to [Day3-d v]
    wait [2] seconds
    switch backdrop to [Mountain v]
    set [Points v] to [0]
    stop this script
  end
end
  
```

```

when backdrop switches to [Farm v]
set [Points v] to [0]
show
switch costume to [mc-stand-R v]
go to x: [-175] y: [-193]
glide [1] secs to x: [-175] y: [-110]
set size to [50] %
switch costume to [mc-hold2hand-R v]
forever
  if [key a pressed? v] then
    change x by [-10]
    switch costume to [mc-hold2hand-L v]
  if [key d pressed? v] then
    change x by [10]
    switch costume to [mc-hold2hand-R v]
  if [Points = 300 or Points = -200] then
    stop this script
  end
  if [Timer = 0 or Points = -150] then
    hide variable [Points v]
  end
  if [wild_animals_gen_time = 5 sec] then
    if [Points = 300 or Points = -200] then
      stop this script
    end
  end
  if [Points = 300 or Points = -200] then
    delete this clone
  end
  when I start as a clone
    show
    switch costume to [egg-a v]
    go to x: [pick random (-210 to 101)] y: [10]
    forever
      change y by [-2.5]
      if [Points = 150 or Points = -150] then
        hide
        delete this clone
      end
    end
  end
  when backdrop switches to [Farm v]
    set [egg_gen_time v] to [0.5]
    forever
      create clone of [myself v]
      wait [egg_gen_time v] seconds
      if [Points = 150 or Points = -150] then
        stop this script
      end
    end
  end
  
```

### Day 3: Mountain Stage

Timer : 60 sec

(**wild\_animals\_gen\_time** = 5 sec)

Every Timer % 5 == 0 (Timer --)

**wild\_animals\_Gen\_Time** == 0.6 sec

If **Points** = 300 or **Points** = -200

= Stop this script

**Points:** 0 (Goals to pass this stage = 300 points)

x: -175 , y: -110

(every press w = Jump) = (y+= 10)

(every press a = Left) = (x -=10)

(every press s = Down) = (y -=10)

(every press d = Right) = (x +=10)

(every press Spacebar = Light Spell) = (say Baubillious!)

= (play sound Baubillious!)

(every press r = Heavy Spell) = (say Incendio!)

= (play sound Incendio!)

If (Timer = 0 or Points = -200)

= Change Backdrop to Bad Ending Scene

= Stop this script

If **Points** = 300

= Set Cograms (money) 3000

= Hide Points and Timer

= Change Backdrop to Normal Ending Scene  
then set **Points** = 0

(**wild\_animals\_gen\_time** = 5 sec)

if (**Points** = 300 or **Points** = -200)

stop this script

When clone Bear

forever

if (**Points** = 300 or **Points** = -200)

delete this clone

When clone Bear

if touching edge or Ethan Wake

change **Points** -20

delete this clone

When clone Bear

if touching Sun

change **Points** 20

delete this clone

# Story Board



**Scene 1: Classroom**  
A boy who got expelled from school.



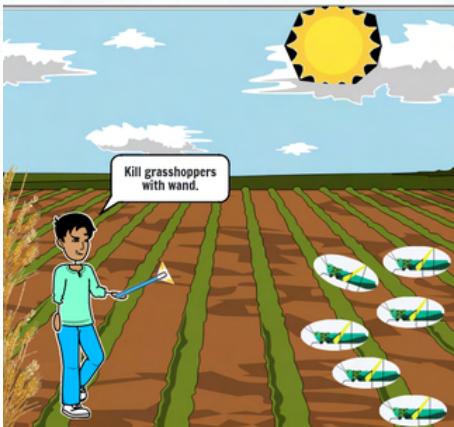
**Scene 2: In Urbancity**  
Thinking on crossing the road.



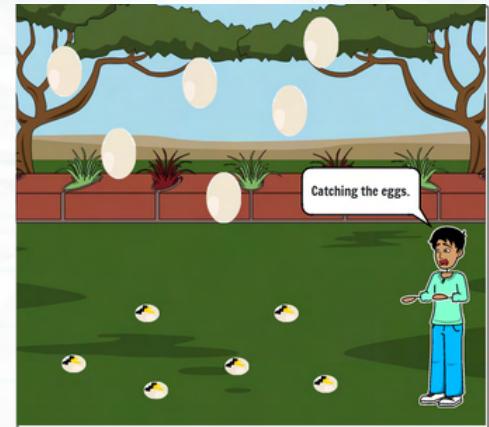
**Scene 3: Room for Rent**  
He has something to do, for he needs a room.



**Scene 4: Bedroom**  
A boy who got a wand from the wizard.



**Scene 5: Hay Field**  
Task 1: Destroy all the grasshoppers



**Scene 6: Farm**  
Task 2: Harvesting the egg from the sky.



**Scene 7: Mountain**  
He has to destroy wild animals.



**Scene: Normal Ending**  
Offering to stay here forever.



**Scene: Bad Ending**  
He can't stay here.

# Feedback

1). បានឈរដែលទីរាយបីពេលខ្លួនកៅអី គ្រាប់ទិន្នន័យនៃរាយ ត្រូវបានប្រើប្រាស់ឡាតាំងមានជាក្រោម។  
2). ចុងក្រោយផ្ទាល់ឈរដែលទីរាយ  
3). ដើម្បីស្វែងរករាយទីតែទិន្នន័យនៃរាយ (ប៉ែកាត់ទីរាយដែលទីរាយទិន្នន័យនៃរាយ) ត្រូវបានប្រើប្រាស់ឡាតាំង  
ដើម្បី 500 gram និងរាយការណ៍ដែលបានប្រើប្រាស់ឡាតាំងបានក្រុមរបស់ខ្លួន  
4). គឺជាដឹកនាំ មានការងារលើកក្នុងការងារទិន្នន័យនៃរាយ  
5). ដើម្បីស្វែងរករាយទីតែទិន្នន័យនៃរាយ

**1).** I am not sure if it's me or the game. When I come back and play round 2, suddenly the sound disappears when the scene changes. It came to a black screen and froze.

**2).** There are still some bugs, but they can be fixed.

**3).** Some of the stories may need a supporting reason.

But I think that if the plot is intentionally like that, I suggest that if the main character lost 500 grams (money) at first. It should be changed to more room rates than service. For us, it seems more supportive.

**4).** When collecting eggs in stage 2, I accidentally pressed the spacebar and a lightning bolt came out. I'm not sure if it's a bug or not. But probably nothing.

**5).** The soundtrack is appropriate. The gameplay is good. We call it the best's game.

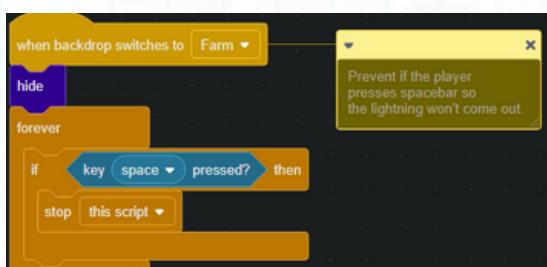
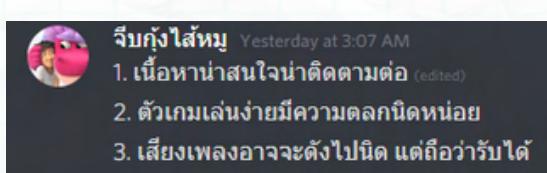
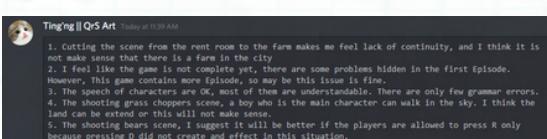
Overall, you did a good job. Maybe you just fixed a few bugs.

## Solution

**1 and 2).** There is a bug with the button in the title game because it only hides in the main game after clicking the play button. The function is still working. If you click on the main game, it will either restart the game or stop the game.

**3).** About the stories, I intend to make a story like that. For example, the reason why I want the main character to lose 500 grams (money) is that I want to show that April Moore is a grasping person.

**4).** I have already fixed this bug. The reason why you pressed the spacebar and the lightning bolt came out is that I haven't put a block named "stop this script" on scene Farm.



# References

## Elements

Wheat

<https://toppng.com/photo/2456>

Sun

<https://www.youtube.com/watch?v=uDBD3sb9jII> How to draw a sun in Adobe Illustrator very FAST

Cloud

<https://www.easylinedrawing.com/how-to-draw-a-cloud-step-by-step/> How to Draw a Cloud Step by Step

Step

Autumn Wheat Field Farm

[https://pngtree.com/freebackground/beautiful-golden-autumn-wheat-field-farm-background-design\\_956376.html](https://pngtree.com/freebackground/beautiful-golden-autumn-wheat-field-farm-background-design_956376.html)

cow

<https://fluffysheeps.tumblr.com/archive>

<https://twitter.com/floofyfluff>

Poster STARDEW VALLEY

<https://repacklab.com/stardew-valley-free-download/>

Poster Animal Crossing

<https://myhotposters.com/products/animal-crossing-switch-new-horizons-poster-104249>

Bubble Tea

[https://th.pngtree.com/freepng/pearl-milk-tea-illustration\\_4671311.html?share=3](https://th.pngtree.com/freepng/pearl-milk-tea-illustration_4671311.html?share=3)

Snack

[https://pngtree.com/freepng/delicious-snacks-beautiful-snack-hand-painted-snacks-cartoon-snack\\_3877107.html?share=3](https://pngtree.com/freepng/delicious-snacks-beautiful-snack-hand-painted-snacks-cartoon-snack_3877107.html?share=3)

Traffic Light

<https://designscad.com/downloads/traffic-light-rfa-cad-drawing/>

Background

[https://th.pngtree.com/freepng/field-hometown-sky-paddy\\_4111793.html?share=3](https://th.pngtree.com/freepng/field-hometown-sky-paddy_4111793.html?share=3)

spacebar icon

<https://icon-library.com/icon/spacebar-icon-25.html>

wasd icon

<https://www.redbubble.com/i/sticker/WASD-by-DumbDesigns/9839882.EJUG5>

classroom background

[https://www.freepik.com/premium-vector/empty-school-class-background-video-conferencing\\_10463713.htm](https://www.freepik.com/premium-vector/empty-school-class-background-video-conferencing_10463713.htm)



## Sound Effects & Soundtracks

[No Copyright Music] Woods - Acoustic Folk | Background Music)

Title Game Intro Ep.1 & 13 Bad End & 4 Normal End

<https://www.dropbox.com/s/jqv5suoj24k27vy/%5BOak%20Studios%5D%20Woods%20-%20Standard%20Quality.mp3>

(Good Morning) Scene 1: Classroom

<https://www.youtube.com/watch?v=D0K5VSGw76o>

(L'Theme) Scene 2: In Urbancity

<https://soundcloud.com/myuu/death-note-cover-ls-theme>

(Suspense Dark Ambient Mysterious & Thriller Music) Scene 3: Room for Rent

<https://www.youtube.com/watch?v=tx-KwDSRgg&list=PLqi51aibKx1nMNq2p5AERwkrHc4-hbucj&index=5>

(A NEW DAY!) Scene 4: Bedroom

<https://www.youtube.com/watch?v=zMi0dxVgqvo>

Scene 4: Bedroom 2

<https://www.youtube.com/watch?v=8TKy9bzrk24>

(Farming Background Music) Scene 5 & 6 Hayfield and farm

<https://www.youtube.com/watch?v=g62S3cWYJYA>

(Bear Moan)

<https://www.youtube.com/watch?v=YexQcXnVSzg>

(Suspense) Scene 7 Mountain

<https://www.youtube.com/watch?v=UWXEgj2tkLM&list=PLqi51aibKx1kkymfqdr8fZASz0cdqKIR&index=3>

(Sound Effect: Suspense) all Cutscene day 1 to 3

<https://www.youtube.com/watch?v=mlw3FXeV0CI&list=LL&index=2>

(sunny side up egg)

<https://www.youtube.com/watch?v=yMXfj5fapQQ>

(Noise)

<https://www.youtube.com/watch?v=JmJM-syyMwk>

(We Hear Them Talking — General Vibe) Bad Ending

<https://www.youtube.com/watch?v=c6YM3Qd3dcA>

(Reveal Suspense Sound Effect) Before Normal Ending2

[https://www.youtube.com/watch?v=K375c9gY\\_A8](https://www.youtube.com/watch?v=K375c9gY_A8)

(Intro Logo Sound Music No Copyright ~ Vol.1)

<https://www.youtube.com/watch?v=zJw7-J-UJ835>

(No Copyright | Calm Jazz Music | Background Chill | Cafe Music | Relaxing Work & Study) Teaser Game

<https://www.youtube.com/watch?v=DVEUcbPkb-c>

(Minecraft Damage (Oof) - Sound Effect (HD))

[https://www.youtube.com/watch?v=0T\\_NR2KY8uI](https://www.youtube.com/watch?v=0T_NR2KY8uI)

(Minecraft Hit - Sound Effect (HD))

<https://www.youtube.com/watch?v=19mr-rHALN8>