

CUBEFARM



Condon, Teresa

GITHUB: CYBORGONWHEELS

Of the 1 billion people living on this planet today in extreme poverty, half of them are farmers. As such, we can help half of the world's poor climb out of poverty by supporting organizations who support smallholder farms. America not have a lot of information about these organizations, so my goal was to create a fun and addictive game to engage and raise awareness about some of the incredible ngos and aid organizations who are providing support to these families. Many of the fun and addictive features of this game have not been implemented yet. These that I intend to implement in future versions are highlighted in blue. Please make any suggestions to the game as well!

The goal of the game is to stay alive and build a thriving farm. The game ends when you run out of food. Place cubic farm tiles adjacent to your farm to extend it. **Collect green NGOs and aid organizations to extend your farm.** Farms grow food. Collect it by clicking on the tile. You need one food every 3 seconds to survive; **this increases over time. Natural disasters are red; avoid these. Red and green fall from the sky.** You start the game with one farm cube and 20 food.

The farm tiles have field colors. **Sow them by paying the sow price plus price per field.**

Crop/color	Yield	Sow price	Price per field
Cassava/white	One food every second	5 food	Free
Rice/blue	5 food every 2 seconds	10 food	1 food
Sourgum/brown	Five food every second	25 food	Free
Maize/purple	10 food every three seconds	5 food	2 Food
Soybeans/yellow	7 food every 3 seconds	3 food	One food
Yams/Orange	20 food every 5 Seconds	Free	20 food

During play mode, seeds can be sown on any open field of that color. **During place mode, which is triggered when a green gem is collected, place fields on a grid of available locations.** Tiles must be placed adjacent to other farms but the colors do not need to match.

While crops are growing, run around and grab green and red, like in battery collector. Green organizations add a farm tile.

- Project one acre fund
- My Agro
- Drought Resistant Maize for Africa

Red natural disasters have negative effects when they get clicked.

- Corruption - pay half of your food in bribes.
- Earthquake - your farm cubes all get flipped over
- Fire - lose random farm tile from the end