Game Design Document

🎮 **Name of the game: African High Land Farmer**
👤 **Stakeholders:Farmz2u**

- Dev: [@Emmanuella Dasilva-Domingos](#)

Overview

📐 Project scope

- **Budget:**
- **Timeline:**

🗣️ Elevator Pitch

A farming simulator to teach sustainable farming practices and build interest in farming among youths.

💵 Monetization

Partner vendor sponsor link

Ads

Story

A struggling farmer with a growing family needs the help of the player after receiving loans and land from farmz2u to earn revenue, keep afloat and take care of his family.

A second character story could be one of a student who wishes to create a sustainbale farming business for him/herself.

Gameplay

hc=hectare

Player Attributes:

- Seedlings in store
- Labour available
- Money available

Field Attributes:

- Size in hectares
- Always divided in tens, **one planting slot = 1/10 hc** if player has access to half a hectare then he has five planting slots, if he has 2 hectares then he has 20 planting slots.
- Fertility and salinity , runs across all planting slots.
- Seed planted on slot
- Is fertilizer applied?
- is field washed?
- is crop planted?
- is planted crop diseased or affected by pests?

Seed/Crop Attributes:

- Growth time
- Seedlings storage time
- Amount of watering needed in l/hc-1, affects watering labour
- Optimal yield ration
- Legume or not
- Max seeds per hc
- max seeds per plot slot (hc/10)
- Pesticide info
- disease info
- Is hybrid seed?

Core Game Mechanic #1: Crop Planting and Harvest

How it works:

- Player buys seedlings from market- limited by money
- Player clicks a field slot to plant on- seeds allowed to be planted affected by seedlings available, labor available. the labor cost is affected by planting labor and watering labor. watering labour is negated if drip irrigation is available.
- Player chooses number of months to skip forward to when GO is pressed. Crops have varying times for full growth and harvest.
- Player clicks the plot to harvest, receives information on what seeds died and total harvest yield.
- if player clicks go again without harvesting, the seeds die when enough time has passed.
- labour is required to harvest. labour is renewed every month.
- harvest goes into player storage.
- player enters market to sell to general market and farmz2u vendors.
- Every January annual report is given.

Core Game Mechanic #2 Livestock Management

Details:

- LiveStock Attributes General:
- Age: affects sell status
- Type
- sex
- breed
- Mating age
- Number of young produced range(cows and goats)
- sell status
- sell price
- Diseases
- Maintenance cost : money and labor/month
- Products (list): range to be produced. product name, amount, price and unit e.g (egg: 1600 NGN/ crate, milk : 200/bottle). **yield time.** influenced factors: age, environment, disease
- Max allowed in relation to current field available. According to slots.
- chance of getting disease: influenced by vaccination, pen type
- Death time: influenced by age and pen type. As age increases , death chance increases, As pen grade increases, death chance decreases. also affected by breed
- is vaccinated
- manure amount in kg

Pen Attributes:

- Name
- Cost
- short description
- Advantages: effects on livestock life expectancy and livestock labour
- Max capacity of livestock that can be held
- amount of field slots occupied. Always One.

Market

Buying:

- Seedlings: From different suppliers at different rate and types(hybrids with different boosts) seed icons have the info button to display general seed info, pest and diseases, storage time and hybrid bonus. Buying seeds moves them to the farmers store.
- Livestock: Different breeds and icon for produce type and sex displayed in quick info, info panel shows more details including common diseases, price of produce and young.
- Fertilizer and pesticide store
- Labour market
- Farm upgrades: More land slots, drip irrigation, green house

Selling:

- Sell harvest , produce and young, excess manure

Family Management:

- Education
- Housing
- Health: vaccination, health insurance, birth control, yearly physical check
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Game elements

👤 Characters

- The farmer
- Labourers
- wife and kids
- Farmzy: Mascot on all information and tool tip panels

🏆 Win Conditions and Grades

- Basic: End the game without loss
- Good: Send kids to school
- Great: Have a ton of money in the bank
- Amazing: Get all farm upgrades
- Lose: Stay in debt for two years.

Achievements

- Have no animal fall sick
- Never get hit by pests
- Never end in loss

Assets

🎨 Art

Propose

🔊 Sound

- BGM- Happy chimp from Free game BGM from the unity asset store
- UI interaction sounds-

🚶 Animation

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