# **Alpha Narrative**

Projected date of the alpha demo: **January 26, 2023**

* Our alpha demo is a work in progress. It should demonstrate some of the key mechanics and visuals of your project. It does not need to be stable.
* Our alpha demo should reflect the timeframe of the tasks on your schedule. If it involves elements that will not be completed, please explain how you will address this below (i.e. place holder graphics).

**Describe what you intend to demo as your alpha:**

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| Tech Farmer’s alpha demo will aim to have the following concepts:   * The farm field where the farmhouse is at the middle to show level. * One asset will be planted and collect the coins when fully grown. * Shopping screen will have one for assets to be able to purchase and plant. * Menu screen should have some functionality working.   The game will run and display the Play screen with the basic functionality of the game working. The game will have the farm field with the farmhouse at the middle and be able to plant an asset from the shop.  **Play Screen**  (Farm Field)  (Shop)  (Crop) |

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