

Fruit Farm Store Bible

by Thomas Harder

Basic Story Outline

You are Farmer Fred. You recently inherited a Fruit Farm from your Grandfather Fred. His was not a big farm but it gave your Grandfather Fred something to do during retirement and as a kid it filled you with wonder and hours of fun. Upon inheriting the farm you are filled with nostalgia and have decided to leave your big city job as an insurance adjuster to engage on a huge adventure.

In this adventure Farmer Fred will start off with a small fruit farm and the goal is to grow it in size. The initial plot of land will be small and the farmer will be limited to growing fruit that is not complex in nature, i.e. that doesn't require specialized and/or expensive equipment.

The game doesn't have an ending. The player can continue to grow the size of the farm to be as large as he likes. He can keep adding fruit types, buying land and equipment and expanding his farm to his desires. He can stay with one crop or adding as many crops as he fancies.

Player Characters

Character #1

Farmer Fred

The main character in this document is Farmer Fred however, this is just for ease of reference. In the game the player will be able to name the main character as well as the character's gender and costume.

Non-Player Characters

These are characters in the game that the player doesn't control. Tell us about them.

Character #1

Farmer Fred's wife.

Although called a wife the main character will be able to pick an appropriate spouse. The farmer will be able to schedule tasks to the wife. So the wife will provide the farm with additional income.

Character #2

Kids. The farmer and his wife can have children, this will be limited to 2 in easy games but can be increased in more complex levels. Like the wife children upon reaching a certain age the children will be able to complete tasks, although starting at a low level, the task units will increase with age.

Character #3

Workers. The farmer and his wife can have children, this will be limited to 2 in easy games but can be increased in more complex levels. Like the wife children upon reaching a certain age the children will be able to complete tasks, although starting at a low level, the task units will increase with age.

Character #4

The Banker. The Banker is a very well respected person in Fruit Farm, as the banker provides the cash flow necessary to dramatically increase the size and productivity of Farmers Fred farm.

Character #5

Customers. If Farmer Fred decides to open a roadside stand the stand will need to have customers. Mechanically this part of the game will be simplified so that the player does not have man a cash register. However, customers will need to be seen going in and out. So, a variety of customers is required.

Character #6

Cooperative manager. Besides the roadside stand Farmer Fred will sell his fruit to the cooperative. The cooperative can then sell the fruit to the market and Farmer Fred will see the fruit of his labors, money.

Settings

Setting #1

The most import setting of this game is the Farmer Fred's Farm. At the farm, Farmer Fred will be able to layout his farm, including the location of his fruits. He will be able to see his family and his workers and keep an eye on their activities. He will be able to watch his crops growing and monitor the farm for pests.

Setting #2

The equipment store. The equipment store will be where Farmer Fred buys everything he needs. He will be able to buy different plants, equipment, animals, pesticides and anything else that is found around his farm.

Setting #3

The Bank. Farmer Fred occasionally needs to make big ticket purchases. This is usually for automated equipment and tractors, but can also include land and large fruit plant purchases. When Farmer Fred finds himself in these situations and does not have the necessary cash on hand he will need to see a banker. The banking mechanics for the game will be very simplified, but will give the player the ability to borrow money and to see the advantages and disadvantages that borrowing money provides.

Setting #4

The Cooperative. When it is time for Farmer Fred to sell his fruits this is requires Farmer Fred to visit the cooperative, or to send a worker to the cooperative. The cooperative will then give Farmer Fred the market value of his fruit. Farmer Fred has the ability to choose the fruit and the amount to sell. However harvested fruit stays good for only so long.

Other Important Narrative Elements

Buildings

Out buildings are another aspect of Fruit Farm. The farmer may consider expanding his farm by adding apple presses, grape presses, storage facilities, road side stand and other building that will allow him to increase his yield or profits.

Equipment or "Legendary" Items

There is a variety of equipment that can be bought and used in Fruit Farm. The two major groupings include hand tools and automated tools. These tools will be somewhat abstracted in use but will allow the farmer to complete tasks, faster and will increase production quantities. Some examples include, hoes, racks, plows, spreaders, seeders, sprayers, wagons, and etc.

Animals Creatures in the World

There will be animals in Fruit Farm. Animals will come in two types, pests and friendlies. Pest will be insects, squirrels, crows, goats, and other animals that can eat Farmer Fred's crops. Friendlies will be animals that hunt the pests like ladybugs, cats, dogs, etc.

Historical Lore

There is no real important historical lore. However, as a child Farmer Fred would visit, play and work with his Grandfather Farmer Fred. So, he has found memories of his Grandfather. And upon completing special tasks and levels Farmer Fred often has visions of his Grandfather telling him of how proud his Grandfather is of Farmer Fred.