Scope Discipline / Scope Lock

The scope for "Into The Orchard" has been carefully defined to ensure the game can be completed within the semester timeframe. The focus for this project is to deliver a functional, polished prototype that includes manual fruit harvesting, juice and smoothie production, an upgrade system, and local data saving. Offline progress and a basic prestige reset system will also be implemented. By maintaining this scope lock, development will remain realistic, manageable, and focused on achieving a stable and enjoyable core gameplay experience within the allotted time.