Into The Orchard

Harvest fruit, sell smoothies and upgrade your farm!

Mechanics

Generate fruit by clicking fruit trees. The fruit will be turned into juice and smoothies and sold to earn coins. Coins can be spent on upgrades such as automated fruit harvesting and unlocking more types of trees. Offline resource generation will be calculated so the player can earn resources while away. All progress is stored locally on the players device. No network connection is required.

Dynamics

The player begins with a single fruit tree, encouraging active clicking to gather fruit and earn initial coins. As progress is made, new upgrades become available that introduce automation, gradually shifting gameplay from active tapping to more strategic management of resources and production. Players experience a clear sense of reward as they see their orchard expand, production speeds increase, and new fruit types become available. The balance between harvesting, processing, and upgrading creates a continuous loop of progress and satisfaction, while idle and offline income systems maintain engagement across multiple short play sessions.

Aesthetics

The farms progression will provide satisfaction to the player as they see their orchard grow and production increase. It's a cosy, relaxing, low-pressure game. It creates a peaceful farming atmosphere where the player can progress without the stress of competition or time constraints.

Progression & content

The core gameplay loop revolves around harvesting fruit, processing it, selling it and then using the profits to buy upgrades and expand the orchard. A prestige system will be available to players after they reach a certain point of progression where they will be able to restart the game and receive a new currency that can be used to purchase powerful permanent upgrades. The game is designed for short repeatable play sessions making it ideal for mobile.

Platform features

The UI will be designed to handle safe-area constraints ensuring UI elements are positioned correctly with rounded screen corners and phone cameras.

Performance budget

The game aims to deliver smooth and consistent performance, with a target frame rate of 60 fps. The 2D assets used will minimise memory usage. Load time is targeted to be under 2 seconds allowing players to quickly access the gameplay.

Monetisation (if any) & ethics notes

The initial release of "Into The Orchard" will be free-to-play with no advertisements or microtransactions, ensuring that all gameplay content is accessible to every player.

Risks & cuts list

| Balancing gameplay | - | Adjust income rates |
| Ambitious upgrade system | - | Cut the number of upgrade tiers for release |