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# Resource Gathering Minigames

## Woodcutting

### Timber Dash

Rapidly click trees before they disappear. More you click, more you get.

### Lumberjack Puzzler

Maze-like forest. Navigate to find rare trees to chop. Avoid dead-ends and enemies.

### Axe Target Practice

Aim with mouse and hold button to increase throwing distance. Moving tree trunks. More you hit, more you get.

## Mining

### Gem Mine Challenge

Dig through grid of dirt and rocks to find gems. Limited moves. Luck based game.

### Rock Sorting Puzzle

Rocks come out of conveyor belt. Sort them into categorized containers before they fall off.

### Deep Mining

Control a huge drilling machine to dig deep. Deeper you are, more resources there are. Avoid hazardous things that might destroy the drill.

## Fishing

### Catch the right fish

A Friendly Fisher wants a specific fish. Gives you clues about it. Get it for rewards.

Fishing could be time based clicking or something…

### Fishing Frenzy

Fast moving fishes appear on your screen. Click the fish to catch it. Don’t click appearing junk or you get less rewards.

## Farming

### Core ideas

Select crops to plant.

Water them before they die (Just go and click all of them. Get upgrades to do it more conveniently)

Cure diseases (same as watering basically)

Protect from pests.

Harvest when ready (Could be a minigame where you swipe your mouse to “cut” the plants out of roots)

# Worker Management

Hire workers to gather resources for you. Different workers have different skills suitable for different types of gathering.

Assign them where you need to.

Upgrade their productivity

# Village Upgrades

Upgrading village is a core progression system.

Main way to unlock features of the game

For example, build barracks to start training warriors for combat. Later improve barracks to gain more powerful soldiers.

# Research and Technology Tree

Technology is required for construction of new buildings.

Time locked feature. Each technology requires certain amount of time to complete.

# Village Events

Villagers will occasionally arrange an events:

* Throw a party (gives buffs for one day, negatives for the next. Hangover, you see)
* Market square will be busy during Sundays for example, giving some kind of buff also during the day

# Trade and Commerce

Trading system for players to trade with NPC

Auction house for players to trade with other players

# Prestige System

Reset progress to gain permanent bonuses / rewards

# Leaderboards And Competition

Leaderboard to show off to other players your progression

-Income, villager count, prestige count

# Cosmetic Customization

New skins for villagers, buildings, player avatars, titles etc

# Seasonal Content

Santa claus is giving presents at winter

Midsummer party for free beer and hangovers

Etc…

# Quests and Storyline

Need ideas for storyline…

Enables players to “complete the game” to some extent

# Social Interaction

Chat system, Clan system

# Combat System

Turn based strategic combat

## Defend against Raids or monsters

Enemies will occasionally attack your village

Requires strategic deployment of workers and resources to defend against attacks

Perhaps a minigame?

## Adventure Expeditions

Send villagers on expeditions to explore beyond the village

Encounters during expeditions

* Puzzles
* Enemies
* Rare resources

## Competitive Tournaments

Send warriors to battle against other players

## Monster Hunts

Cooperative combat experience for players to play together

Hunt powerful monsters with rare rewards

## Tower defense minigame

Ideas: Your castle is attacked and sieged by the enemy. You must repel waves after waves of enemies with strategically placed units (“towers”). Each class of unit does something unique

Types of units:

* Close range units
* Ranged units
* Obstacles

## Resource conflict zones

Take control of a resourceful zone to enhance gathering processes