Moonlight Farming Journey GDD

Start in a lively/ beautiful forest. Cutscene. Smog takes over. Left in a barren wasteland with just 3? Seeds. Explore, Collect, Plant, Grow, Harvest, Restore, Thrive.

Gameplay Mechanics

Collect Seeds

Use Elements

* Wind Jump = Journey Jump
* Water Plants = Rain Dance (to end the day?) -- track days (for high scores?)
* Fire Destroy
* Earth Plant! (Trees, Flowers, Bushes, Mushrooms?) to clear up darkness/smog!

Backstory

Character = Yu

Inspirations: Stardew Valley, Farmville, Journey, Avatar, Pokémon, Minecraft, BOTW, Star Wars

Wake up after a long sleep.

Evil corporation brings smog over the land.

Clock of darkness = overhead view of the map, bring life and light to the land

The Legend……………………………………………….

1. Discover Elemental Powers.
2. Find Seeds.

3 different types of plants (1-4 keys) -> More plants in the sequel

Apple

Raspberry

Sunflower

1. Farm the Land.
   1. **Number of plants planted on farm allows player to unlock different areas/evolve animals 😊**
   2. **Player may plant midair after unlocking Air Spirit**
      1. **Ex: ancient air elevator**
2. Animals

* Dog- Find
* Bird- Tree Combo/ Evolveable
* Bees- Plants Combo/ Upgradeable
* Bear- Farm Combo/ Hostile -> Helpful

1. Remove the darkness.
2. Win! Choices Impact Generations = **Unlock all four animals to take care of the farm.**

Enter, {Name of farm}. Grow Up. Journey for new seeds. Build your dream farm. Interact with animals and find spirits of the forest. Clear the smog.

UI

Book

Click button to open seeds/plants/animals book

See Animals spawn on minimap

Sound

Garage band

**Sequel**

New world

Plants

Animals

Slightly Altered Mechanics

Ex: Ratchet and Clank, Fallout vs. Skyrim

Main Farm Area

* Move Slower through water