

Poultry Geist: Digital Farm Management Simulator

Game Design Document

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1. Game Overview

Game Concept:

Poultry Geist is a roguelite farm management simulator where players build and maintain a successful poultry farm while dealing with seasonal challenges, random events, and the unique mechanic of collecting ghost chickens from fallen flock members.

Platform:

PC, Nintendo Switch, Mobile (iOS/Android)

Target Audience:

Ages 10+, fans of management sims, roguelite enthusiasts, casual gamers

Art Style:

Charming 2D isometric view with slightly stylized, colorful visuals. Ghost chickens will have a distinct ethereal appearance with a blue-white glow and semi-transparent bodies.

2. Core Gameplay

2.1 Main Objective

Build a thriving poultry farm by meeting three victory conditions:

- Produce 20 eggs in a single turn
- Bank 50 cash
- Harvest 30 meat in a year (4 seasons)

2.2 Game Structure

- **Roguelite Elements:** Each playthrough features randomized events and different starting conditions
- **Permadeath Option:** In hardcore mode, severe mismanagement leads to farm bankruptcy and game over

- **Progression System:** Unlock new chicken breeds, farm upgrades, and ghost abilities across multiple playthroughs

2.3 Resource Management

Players must balance:

- **Feed:** Required to keep chickens alive
- **Cash:** Used for purchases and banked for victory
- **Eggs:** Produced by chickens and counted for victory
- **Meat:** Harvested from chickens and counted for victory
- **Space:** Limited coop and farm space creates strategic decisions

3. Gameplay Systems

3.1 Chicken Management

- Chickens are the core game resource with varying stats:
 - **Egg Production:** Eggs produced per turn
 - **Meat Value:** Meat obtained when harvested
 - **Feed Consumption:** Amount of feed required per turn
 - **Health:** Resistance to negative events
 - **Cash Value:** Selling price

- Three tiers of chickens:

Tier	Breed	Eggs	Meat	Feed	Health	Cash
Bronze	Pearl Leghorn	2	1	1	1	1
Silver	Duck	4	4	3	2	3
Gold	Buff Orpington	8	3	3	2	5

3.2 Ghost Chicken Mechanic

- When chickens die, they go to the "Graveyard" (visualized as a ghostly coop)
- Exchange system:
 - 5 Bronze chickens = 1 Ghost chicken
 - 3 Silver chickens = 1 Ghost chicken
 - 1 Gold chicken = 1 Ghost chicken
- **Ghost Effects:** Ghost chickens provide passive bonuses:

- Increase egg production for living chickens (+1 per Bronze chicken)
- Reduce feed consumption (-1 per 3 chickens)
- Protect against negative events (20% chance to negate)
- Each ghost type offers unique bonuses based on their original breed

3.3 Seasonal Cycle

The game progresses through four distinct seasons with unique gameplay focus:

- **Spring:** Focus on hatching new chickens
 - 50% bonus to hatching success rates
 - 25% discount on new chickens
 - Visual: Blooming flowers, bright green grass, occasional rain
- **Summer:** Focus on egg production
 - 25% increase to egg laying
 - 20% increase in feed consumption due to heat
 - Visual: Bright sunshine, occasional heat waves (visual distortion)
- **Fall:** Focus on harvesting
 - 25% bonus to meat yields
 - 10% market price increase for selling
 - Visual: Orange/brown leaves, falling leaves particle effect
- **Winter:** Focus on maintenance and planning
 - 30% increased feed costs
 - 15% reduced egg production
 - 10% chance of chicken illness without proper shelter
 - Visual: Snow-covered ground, occasional snowfall

3.4 Event System

Random events occur each turn, creating unpredictability:

Event	Effect
Egg Shortage	Double egg value for one turn
Coldsnap	Lose 1 chicken (lowest health first)
Blue Genes	Lose 1 newly acquired chicken
Predation	Another player chooses which chicken you lose
Pure Breed	+1 Cash value to Silver and Gold chickens
Fertile	Gain a Bronze chicken
Missed Gender	-1 egg production from new chicken
Cockfighting	+1 defense, -1 egg production (all chickens)
Pecking Order	-1 egg production (all chickens)
Act of God	Lose random chicken
Donation	Gain a Bronze chicken
Bonus	Receive 2 cash
Discount	Receive 2 feed
Upgrade	Trade in Bronze for Silver, or Silver for Gold
Exchange	Trade one chicken for another of equal value

4. Digital-Specific Features

4.1 User Interface

- **Main Farm View:** Isometric view of the farm with visual representation of all chickens
 - Chicken sprites show tier and health status
 - Ghost chickens hover slightly above ground
 - Resources displayed prominently in top bar
- **Management Panel:** Tab-based interface for:
 - Chicken inventory (sortable by stats)
 - Graveyard/ghost management
 - Market for buying/selling
 - Farm upgrades
- **Season Indicator:** Visual calendar with:
 - Current season highlighted
 - Turn counter within season
 - Upcoming events preview

- **Event Log:** Scrollable history of recent events with icons

4.2 Enhanced Game Mechanics

- **Visual Progression:**
 - Chickens visibly age through growth stages
 - Farm expands with player progress
 - Weather effects change with seasons
 - Day/night cycle affects production
- **Automated Calculations:**
 - Real-time resource updates
 - Production forecasts
 - One-click feed distribution
 - Auto-harvest options
- **Tooltips and Tutorials:**
 - Contextual help system
 - First-time player guidance
 - Strategy tips based on play patterns
- **Audio Feedback:**
 - Breed-specific chicken sounds
 - Ambient farm noises
 - Season-specific music
 - Ghost chickens make ethereal clucking sounds

4.3 New Digital Features

- **Auto-Manager Option:** Set priorities:
 - Focus on egg production
 - Focus on meat production
 - Focus on cash generation
 - Balanced approach
- **Time Manipulation:**
 - Fast-forward option for seasoned players
 - Pause for strategic planning

- Rewind feature (limited uses per game)
- **Save System:**
 - Auto-save after each turn
 - Multiple save slots
 - Ironman mode (no saves for hardcore players)
- **Achievements:**
 - "Ghost Whisperer" - Collect all ghost types
 - "Egg Baron" - 100 eggs in one game
 - "Chicken Magnate" - 100 cash in bank
 - "Survivor" - Complete a year with no chicken deaths
- **Statistics Tracking:**
 - Production graphs over time
 - Chicken performance metrics
 - Event frequency analysis
 - Victory progress trackers

4.4 Expanded Content

- **Additional Chicken Breeds:**

Tier	New Breeds
Bronze	Rhode Island Red, Ancona
Silver	Plymouth Rock, Wyandotte
Gold	Ayam Cemani, Silkie

- **Customizable Farm:**
 - Coop designs and colors
 - Landscape features
 - Decorative elements
 - Farm layout options
- **Special Events:**
 - County Fair competitions
 - Poultry auctions
 - Seasonal festivals

- Ghost chicken hauntings
- **Research Tree:**
 - Feed efficiency improvements
 - Egg production techniques
 - Disease resistance
 - Ghost energy harvesting

5. Turn Structure

Each turn follows this sequence, now enhanced for digital gameplay:

1. **Season Update:**

- Visual season change animation
- Season bonus notification
- Weather forecast for the turn

2. **Event Phase:**

- Digital card flip animation
- Event effects visualized
- Player response options if applicable

3. **Resource Collection:**

- Chickens visibly lay eggs with collection animation
- Resource counters update with sound effects
- Special drops highlighted

4. **Action Phase:**

- Context-sensitive action menu:
 - Harvest chickens (up to 2)
 - Sell chickens (up to 3)
 - Purchase feed
 - Purchase new chickens
 - Bank funds
 - Research new technologies
 - Manage ghosts

5. **Maintenance Phase:**

- Feed distribution visualization
- Chicken health status updates
- Ghost conversion opportunity with animation
- End-of-turn warnings for unfed chickens

6. **End Turn Summary:**

- Victory progress bar updates
- Resource change summary
- Projections for next turn

6. Gardening Expansion

The gardening expansion is integrated as:

- **Unlockable Feature:** Available after first victory
- **New Game Area:** Garden plot with:
 - Multiple soil plots
 - Irrigation system
 - Seed storage
 - Compost bin
- **Crop Management:**
 - 12 vegetable types across seasons
 - Growth stages with visual progression
 - Watering and fertilizing mechanics
 - Pest management mini-game
- **Chicken Interaction:**
 - Free-range option allows chickens to forage (+health, -crop yield)
 - Chicken manure as fertilizer
 - Chickens eat pests but may damage crops
- **New Victory Condition:**
 - Maintain 6 different crop types
 - Harvest 50 vegetables in a year
 - Create 10 premium feed from garden produce

7. Monetization (Optional)

For free-to-play mobile version:

- **Base Game:** Complete core experience with ads between turns (skippable)
- **Premium Upgrade:** Remove ads, unlock speed options (\$4.99)
- **Cosmetic Packs:** Visual themes for farm (\$1.99 each)
- **Expansion Content:** Gardening expansion (\$2.99)
- **Season Pass:** Monthly chicken breeds and events (\$9.99/year)

8. Technical Implementation

- **Game Engine:** Unity with 2D isometric toolkit
- **Save System:** Local and cloud save options
- **Accessibility Features:**
 - Colorblind mode
 - Text scaling
 - Screen reader support
 - Custom UI sizing
- **Performance Optimization:**
 - Low-poly models with stylized textures
 - Optimized for mobile devices
 - Adaptive resolution scaling

9. Development Roadmap

1. Core Game Development (6 months):

- Base chicken management system
- Season and event cycles
- Victory conditions
- Basic UI implementation

2. Polishing Phase (3 months):

- Visual effects and animations
- Audio implementation
- Balancing and playtesting
- Tutorial system

3. Post-Launch Content:

- Gardening expansion (3 months after launch)
- Monthly chicken breed releases
- Quarterly seasonal events
- Community-requested features

10. Marketing Highlights

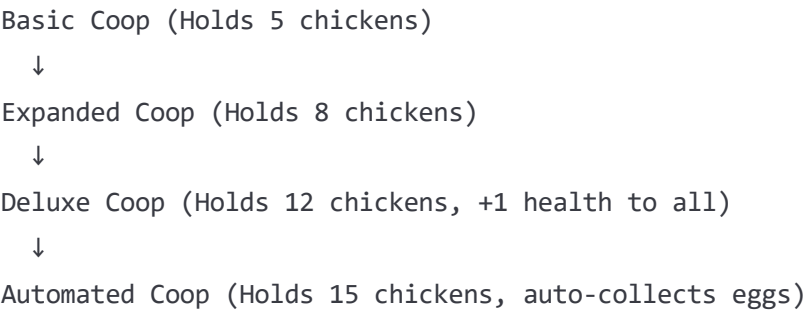
- **"Ghostly Farm Management"**: Unique ghost mechanic differentiates from other farm sims
- **"Every Decision Matters"**: Emphasize strategic depth with roguelite elements
- **"Build Your Farm Your Way"**: Highlight customization options
- **"Just One More Turn"**: Showcase addictive gameplay loop

11. Appendix: Core Systems Detail

A. Ghost Chicken Special Abilities

Ghost Type	Passive Ability	Active Ability (Once per season)
Bronze Ghost	+1 egg to all Bronze chickens	Prevent one chicken death
Silver Ghost	-1 feed cost to all Silver chickens	Double egg production for one turn
Gold Ghost	+2 health to all chickens	Convert one Bronze to Silver chicken

B. Upgrade Path Example



C. Event Probability Table

Event Type	Probability	Season Modifier
Positive	30%	+10% in Spring
Neutral	40%	-
Negative	30%	+10% in Winter

