## Introduction

Farmio is basic 2D farming simulator video game we planned to develop. The main aim of this game is to managing farmland with planting different types of seeds, taking care of the plants, gathering crop, and selling them. Also, game will be over when player finishes his money and there is no more investments on the plants left or when player loses his/her health.

In our game there will be various types of seeds. Additionally, we will implement Farmio in Java programming language by Object-Oriented Programming and it will a desktop application.

This report contains game overview, basic gameplay objects, and rules. Besides, we also added functional, non-functional requirements, use-case, class, activity diagrams.