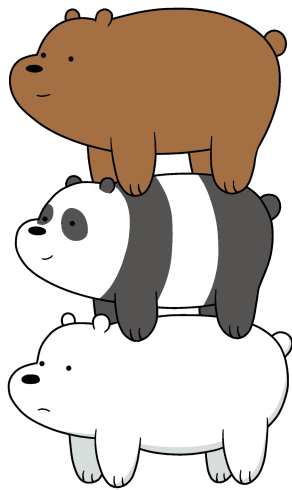# Name Ideas

- Honey, I'm Home!
-

Style Moodboard

Lake?

Concept Ideas

- different types of player characters to choose from: bear, etc.
  - each starts with a different type of home/farm and different abilities
  - BEAR: honey farm (beekeeper), more health (if there's combat), good at fishing

Fix the mountain

- giant animal inside?
- contaminating water, causing avalanches/earthquakes, etc

Quests

- Bees need a beehive, construct one for them.
- Lake (blank) is contaminated, without it, you cannot water crops! Find out what the problem is to get access to water.
- (Quests as you progress) The more you spend on shops, the more they are upgraded and the more items you get
- (Quests as you progress) The more you gift people in your town things, you will get rewarded?

Locations

- Lake (blank)
- Treeville? → were shops are (shopkeepers in cute treehouse style buildings)
- Our farm (has a cave) → Do we want to be surrounded by neighbors?
- Wolf Forest? (name change?) → townspeople houses
- Small cave? → mine for materials?

Characters

- Alligator (with cigar?)→ Shipper? (what is his job?)
- beaver
- Squirrel
- Bees → make honey
- Racoon → guard?
- Bunny
- Sheep
- Frog
- Cat
- Hummingbird
- Ladybug
- Spider → clothes maker?

Character Design ideas

- Bear: has a backpack, straw hat when fishing, winter clothing?
-

Things to consider

- Is there love plots? How will they work?
- Do all of the animals have jobs?
- Unlockable characters and areas?

Mechanics

- fishing minigame
- when does it save?
    - autosave after completion of a quest/receiving of a quest
    - manual save in menu? or do something to save?
- are there conversation choices? how do relationships change
    - is it just through helping the characters?
    - gift giving?