Honey, I'm Home!

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Concept Ideas

The Restless Mountain has been active for the last couple of years. Every so often it shakes and rattles and destroys villagers homes. No one knows why or what is causing such activity. You are a bear that has been forced out of her home. While travelling the woods to find a new home, you come across a town of animals who were also affected by the activity of the mountain.

They tell you that this phenomenon has been happening for years, but only now has it almost destroyed the entire town. You offer to help rebuild the town and stay there. To make a living you become a farmer and grow out your business as you try to figure out how to calm the Restless Mountain.

Inspiration and art Style/Engine

- Harvest Moon
- Animal Crossing
- Stardew Valley

- 2D/Pixel Art
- Unity
- PC

Goals

Fix the mountain!

- As you progress through the game you figure out what is the problem with the mountain. The more you advance the more characters you meet, the more you upgrade your equipment, and understand the history of this place and why it's acting up.

Develop your farm:

While you are trying to figure out what is happening, you can work on your farming business to make a living.

Help neighbors upgrade their shops:

The mountain has ruined the town and by spending money on their shops you help upgrade their ruined shops, and in return get new items and upgraded equipment/tools.

Quests

- You need to do certain quests to progress through the story line (i.d fix the mountain) and unlock certain features.
  - Example: The lake is contaminated and you cannot fish or water the crops until you clean it.
- Characters can give you side quests (like upgrade certain things for them, bring them something they need) and in return you increase your friendship with them and maybe get items that you could get otherwise.
  - Example: Bees need a beehive and when you construct one, they help you make honey.

Mechanics

- Things you can do to progress the story:
    - Talk to animals to figure out problems
    - Fix the problem by talking to more animals and/or building things to fix the problem
    - Physically progress through the mountain
- Things you can do to progress your business:
    - Build tools
    - Upgrade shops to get new items (seeds, tools, etc.)
    - Make your land bigger as you progress. (Fallen trees block the path)

- Talk to animals to increase friendship level. May give you gifts and new dialogue.

- Fishing minigame
- When does it save?
    - Manually save by going to your house(cave) and drawing on the walls.

- Working on limiting health factor

Character and Location Ideas

List of Characters (so far):

- Alligator → Shipper (Not always there)
- Beaver → Construction Worker (teaches how to build stuff)
- Squirrel → Mailman
- Bees → make honey
- Racoon → Assistant
- Bunny → Farmers
- Sheep → ????
- Frog → Fisher (Teaches you how to fish)
- Cat → Neighborhood Watch
- Hummingbird → Seed Shop
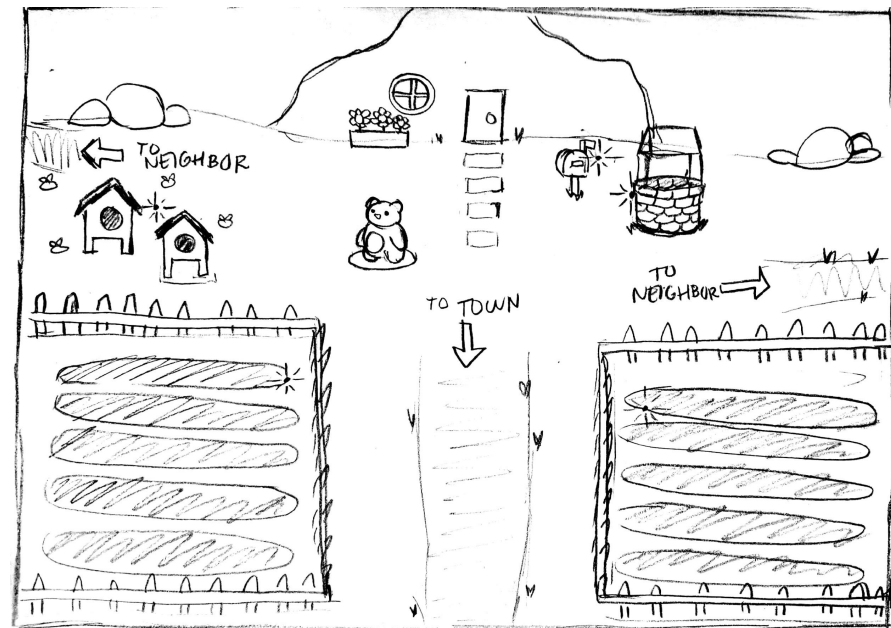- Ladybug → Restaurant Own
- Spider → Tailor

List of Locations (so far):

- Misty Lake → Fish, frog lives here. Alligator lives here.
- Old Woods → were shops are (shopkeepers in cute treehouse style buildings).
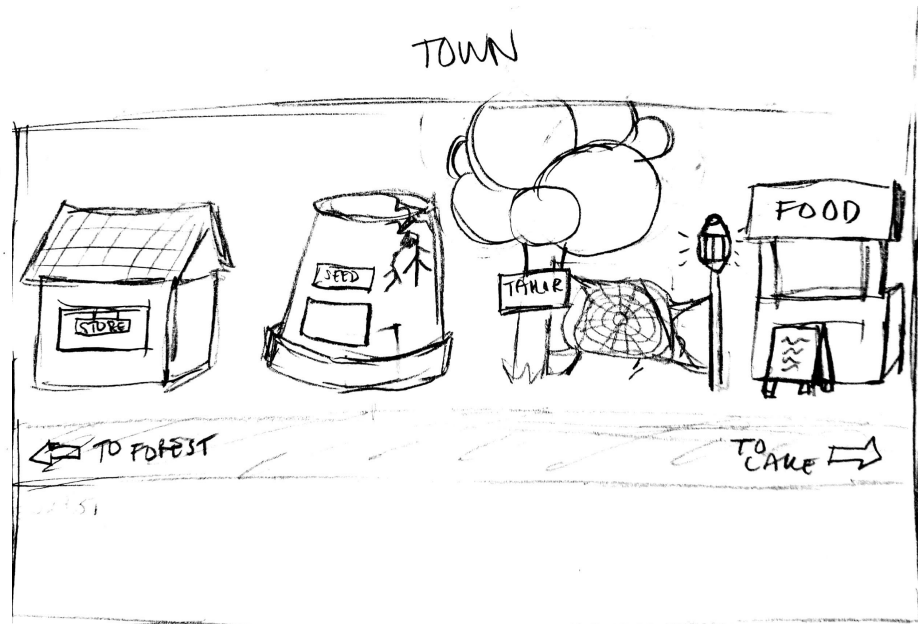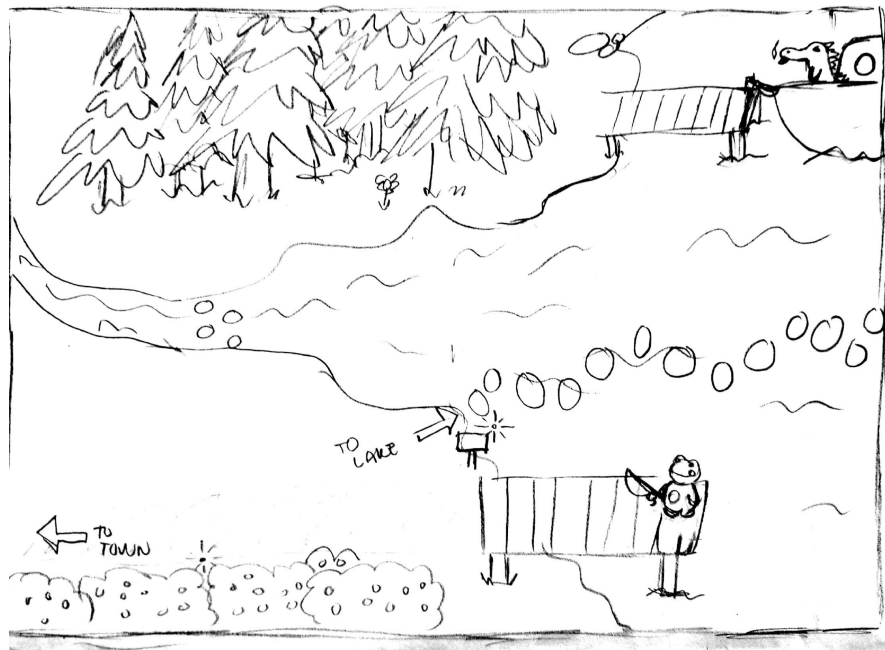- Home → You live and farm here.

Screen Examples

TO
LAKE

TO
TOWN

TOWN

STORE

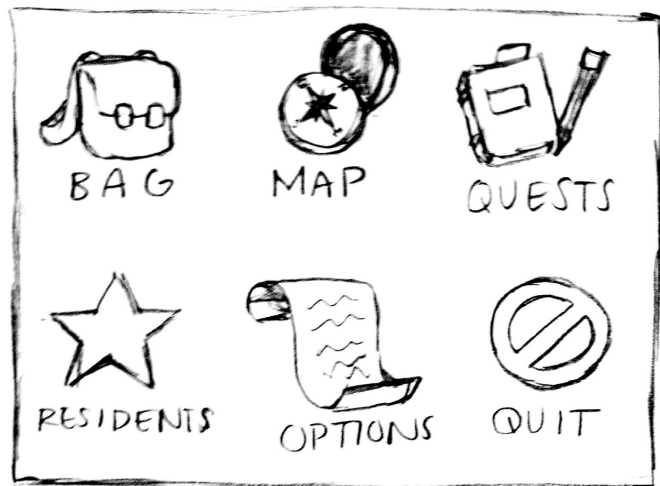SEED

TAILOR

FOOD

TO FOREST

TO
LAKE

Things to Consider

- Is there love plots? How will they work?
- Do all of the animals have jobs?
- Expand on initial character selection
- How will relationship points increase/decrease?
- Where should we implement minigames?

BAG

MAP

QUESTS

RESIDENTS

OPTIONS

QUIT

MENU

GENERAL STORE

▷ BUY
SELL
LEAVE

ARE YOU BUYING OR
SSSSSELLING?

GENERAL STORE

HEY! I'M A FROG.
RIBBIT.

LITTLE FLASHING STAR TO
INDICATE INTERACTABLE

TEXT.

SPEAKER
ICON

TEXT IN THE
BOX

IF NEEDED,
AN ICON TO
SHOW THERE IS
MORE DIALOGUE.