

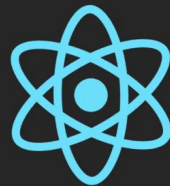


Farm Fight Ram Potham



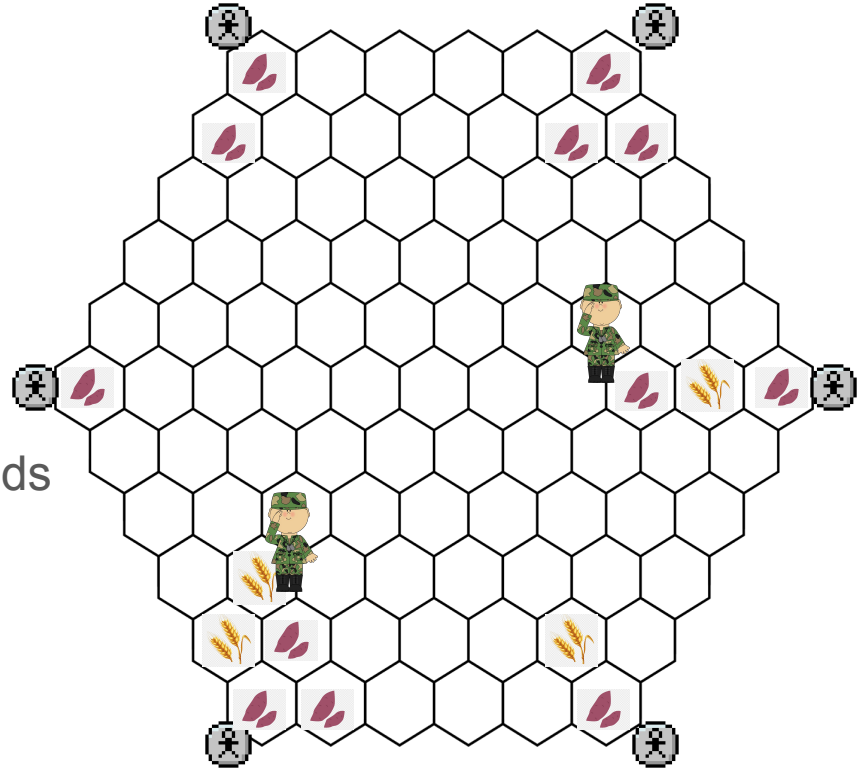
About me

- Chicago suburbs
- Board games like settlers
- Experience with front end development and back end on AWS
- Good at web design



Game

- Fast paced 2d video game between 6 players (campaign if time)
- Each player on different corner
- Goal: control the board
- Can plant 4 crops on each tile
 - Carrot, potato, wheat, golden rice
 - Get money from harvest of crops
- Use money to buy soldiers or more seeds
- Can plant seeds in adjacent tiles not controlled by anyone
- Steal tiles by using soldiers



Crops

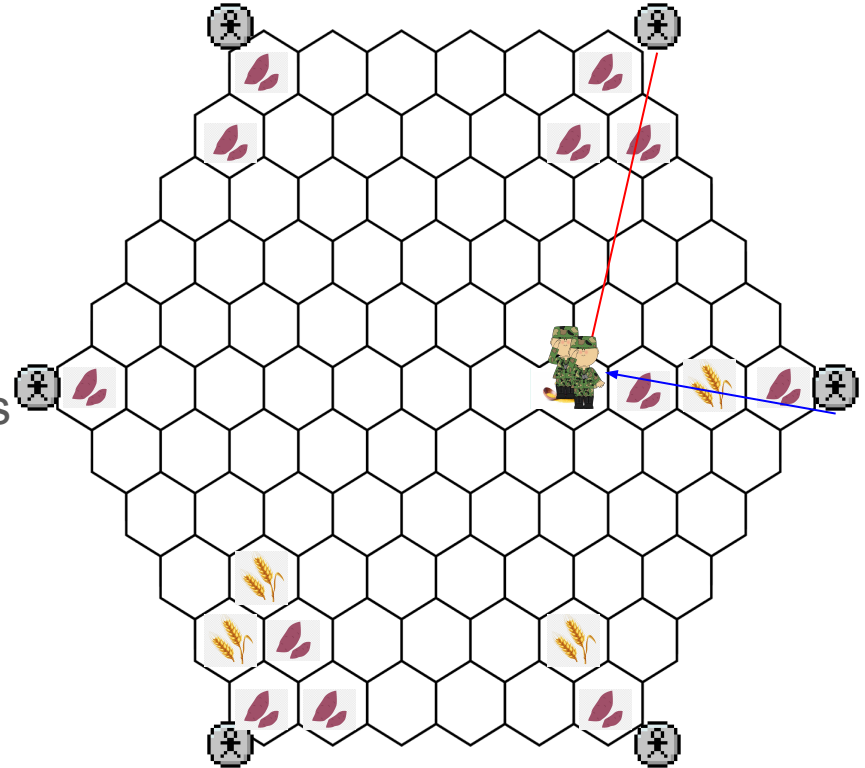
	Potato	Carrot	Wheat	Golden Rice
Price	1\$	2\$	2\$	10\$
Harvest	1	4	2	10
Resistance	0	2	4	10

Can replant crops at any time or if destroyed

Fighting



- Soldiers cost 2\$ each and set a tile to defend/attack
- When soldiers fight on a tile, the tile is damaged so resistance stat help crops harvest
- Soldiers defending are 1.5x powerful as soldiers attacking
- Use soldiers to gain more territory or hurt enemy territory



Notes

- Winner is the one who takes all tiles
- Might have campaign mode with bots
- Add more/different crops for campaign mode



Who I need

- Lots of artists, but no need for high time commitment or lot of experience (if you can animate, that would be great!)
- Around 5 coders with preferably with experience in C for Godot (also open to using Unity), one with back end
- 1-2 music artists
- 1-2 sound effect artists
- 1 game design

