#### **Landscaping Simulator**

Farm Defender is designed to blend the thrill of arcade-style shooting with the pastoral charm of farm life. In this game, players take on the role of a farmer who must clear their land of pesky rocks using a tractor equipped with a high-powered cannon. As players progress, they encounter darker, magical rocks which, when destroyed, grant powerful upgrades and abilities temporarily enhancing their tractor's capabilities.

#### **Background/Context**

The concept for Farm Defender arose from a desire to modernize classic shoot-'em-up games by integrating a theme resonant with rural life—a theme often underrepresented in the gaming industry. The development team, consisting of a child with a lot of gaming experience and a little coding experience, aimed to create a game that is easy to learn but challenging to master, appealing to both casual gamers and those seeking a more intense arcade experience.

#### **Core Features**

* **Dynamic Difficulty Adjustment:** The game adjusts the number of rocks and rate of appearance based on the selected difficulty level—Easy, Medium, or Hard.
* **Power-Up System:** Players can shoot dark rocks to gain temporary abilities such as rapid fire, a shield, or a score multiplier.
* **Scoring System:** Points are awarded for each rock destroyed, with additional bonuses for consecutive hits and power-ups used effectively.