Necro nursery random questions and ideas

In terms of progression we have leveling up in order to gain access to more monster plants to plant for more teeth.

How for sure do we gain more seeds? Are they free? Do they cost teeth? Does the mentor give them to you? Do you get them at the marketplace for a price of teeth?

The initial seed is given by the master, and from then on out you are to buy them from the market place.

Marketplace (if seeds are bought there) there can be a bag or case labeled seeds next to the trading signs maybe on the counter that when you tap it opens a ui menus that allows you to cycle through seeds and buy them. We can also give Info as to how much they sell for and what resorted they take (if known)

YES

As we level up the plants that we buy require more resources to grow.

YES

If we want to add a guessing mechanic we could give a ? For the type of resource (until they figure out what it is.) but give the amount required to grow it. And you need to use the resources you have in order to see if it is what it’s supposed to be.

YES

What if as you level up you can hit certain mile stones where the mini games start to earn you slightly more resources. And be able to gain resources form a minigame you weren’t previously able to get

As you level up new minigames get unlocked. But yes as you level up the minigames give you more resources/ a new type of resource. Based on your level.

Do you gain teeth after completing a mini game?

YES

Use the teeth to buy boosts before a mini game so you can acquire more resources from the mini game -Continue to think about

We still need to talk about possible rare totem drops that are used to start up a rare monster grow.

Set up minigame to make totems a 1% drop rate.

What if the rare monster is immune to dying it just won’t work to Give it the wrong resource you have to give it the full amount in one go. They will be worth a lot of teeth if completed.

YES-with a bit more discussion.

If we get enough reasons to use teeth and we also give lots of ample ways to acquire teeth but sometimes it can become a small grind we can monetize our teeth currency.

Can think about, but maybe not with credit card info-

Possibly allow ads for a revenue buildup

The elder in his rambling about the past and history could also offer quests or bonuses for listening and maybe answering questions that he asks you about the lore in a sort of way where he’s like “are you even listening young apprentice?”

Talk about their town/history/lore for sure and then give you the resources if you’re right. Also will give you hints to what to give to the plants when you are stuck

Also thought that we can focus our later mini games on games that can be more in the endless terms. Where you can play the minigame to earn lots of teeth but not many resources and can then use the teeth to buy permanent upgrades for the minigame to gain more resources or make the game itself quicker to complete or make it easier. Maybe buying the upgrade to gain more resources from a minigame can at the same time add an extra layer of challenge in some way to said minigame.

Can agree but needs a few more chances to discuss.

When giving the plant resources instead of instant transition to next sprite we animate it coming up from the ground and play its monster sound. Maybe sound different because of stage

I would say yes to this for sure. A little bit of animation would bring a lot of life to the game. Make it not feel so quick to move on with the plant.