**Creator:** yuzusa

**Game Pitch Sections:**

**1. Title:** HarvestLite

**2. Genre:** Farming Sim, RPG, Survival/Crafting

**3. Platform:** PC

**4. Target audience:** ESRB E10+

**5. Premise**

* A 2D top-down farming RPG where the goal is to continuously survive and expand your farming operations in a cute and casual themed web game

**6. Game summary**

* The player must survive in an environment that is rich in resources, crafting, and farming as they slowly explore the world, unlock new areas, and progress through story
* There will be NPC interactions that includes dialogue/relationships, trading/market fluctuations, and missions/quests

**7. Backstory and game world**

* The player character is a self-insert amnesiac that was mysteriously transported into this new world, and must now do their best to survive and navigate through this strange environment
* A rich fantasy world filled with resources that can be harvested, and life that can be domesticated
* Curious native creatures inhabit this land, and can be interacted with as NPCs

**8. Gameplay mechanics**

* Farming
  + Crop Domestication System
  + Crop Raising System
  + Animal Domestication System
  + Animal Rearing System
* RPG
  + Stats and Leveling System
  + Equipment System
  + Maps/Levels/Areas
  + NPC/Story Dialogue System
  + Quest System
  + Trading System
    - Market Fluctuations
* Survival
  + Resource Gathering System
  + Crafting System
  + Sandbox System

**9. Character description**

* The player-controlled character has short hair whose color is split down the middle. Has a crop-top outfit and a cow costume version.
* Has an upbeat and child-like personality

**10. Mission and story progression**

* Quests and dialogue with NPCs progress the story
* Progression in survival and farming will unlock new areas

**11. Features and gameplay highlights**

* Farming
* Survival and Crafting
* RPG Progression

**12. Technology highlights**

* HTML5/CSS3/Modern JS
  + Lightweight, ubiquitous, flexible, scalable
* HTML5 Canvas
  + High performance, flexibility, wide browser support
* OpenAI
  + Generative game content

**13. Competitive analysis**

* Stardew Valley (2016)
  + Genre: Farming Sim, Life Sim, RPG, Crafting, Sandbox
  + Platform: PC, PS4, Xbox One, Nintendo Switch, PS Vita
  + ESRB Rating: E10+
  + Gross: $135.1m (according to VG Insights)
  + Notes: The most successful game in this genre, and one of the greatest indie game successes, this game inspired the interest and development of the farming sim games in the following years. The game was critically acclaimed for taking what worked in the original Harvest Moon/Story of Seasons games, and heavily expanded on emergent gameplay through crafting/sandboxing elements. Multiplayer support, and community mod support.
* Doraemon Story of Seasons (2022)
  + Genre: Farming Sim, Life Sim, RPG, Crafting
  + Platform: PC, Nintendo Switch, PS4
  + ESRB Rating: E
  + Gross: $252K (according to VG Insights)
  + Notes: The latest installment in the Harvest Moon/Story of Seasons series. The first installment was released in 1996, and is the origin of farming RPGs. The games are known for their cute anime aesthetics, polished farming mechanics, developed life sim aspects, and have a strong cult following in both the West and Japan.
* Sprout Valley
  + Genre: Farming Sim, Life Sim, RPG
  + Platform: PC
  + ESRB Rating: E10+
  + Gross: €12,881 (according to Kickstarter)
  + Notes: A popular indie web game of the same genre hosted on itch.io. It had a successful Kickstarter campaign, and contains content very similar to this game that makes for a good comparison. It has very cute pixel aesthetics and an extremely well made UX.

**14. Team, budget, and schedules**

* Team: 1 Programmer
* Budget: $30 for assets/packages
* Schedules: 4hr days, 1 month period

**15. Critical Path Method**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Activity | Needs | Feeds | Duration | Effort | Action |
| A | - | B, C, D | 1d | 2h | * Version Control |
| B | A | E, H, N, P, Q, R, S | 7d | 8h | * Assets |
| C | A | - | 1d | 2h | * Menu Screen |
| D | A | - | 3d | 6h | * Cinematics |

**16. Critical Path Diagram**: