

## **Semester Project Proposal:**

Happy Go Farming

Team Members:

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Description:

- A text based farming game.
- We want to make a farming game that simulates a community farm over a certain number of days. Each day, the player has a certain number of actions they can do.
- The player can also recruit other NPC's (non-player-characters) to help with the garden. Each NPC will have preferences and events that will make them happier and more productive. (For example, planting a certain amount of vegetables will make an NPC more effective.)
- The objective of the game is to achieve the most "Gold Stars" possible. Gold stars can be earned for the garden by achieving thresholds of values. For example, if the player has their garden growing all available seed types at once, they can achieve three Gold Stars. If they recruit 4 NPCs and have them all happy at once, or by the end of the allotted days, they are rewarded with 5 Gold Stars.
- The player will be challenged by in game events that can make things more difficult. There may be a flash freeze that kills all the plants, or a drought, requiring more manual watering.
- The player will also be able to cycle resources. For example, they can sell the grown plants for money, and use the money to buy more seeds or farming tools.

Language:

- Java (11)

Functional Elements of the Game:

1. Menu - The elements of the menu will include:
  - a. Players begin with a choice to play Easy, Medium, or Hard (each level associated with a certain amount of simulated days)
  - b. Players can choose between different actions that will affect their farm, including farming, watering, interacting with the characters, etc.
2. Characters - there will be characters in the game with specific personality traits. For example, one character could really like potatoes. If the Player successfully produces potatoes, the happiness level of the character will increase, thus granting the Player a Gold Star
3. Crops - there are many types of seeds that will require different types of care (amount of water, amount of sunlight, types of soil, etc.)

4. Randomized Events: To keep the game more interesting, there will be randomly occurring events. Some of them will be good and some bad. If there is a drought event, the player will need to water their plants more often. If there is a generous donor who enjoys looking at the garden, they can increase the garden's funds.