

A Seedy Place

Game Design Document

Overview

The game's core is the excitement and stress of running a small bakery and farm together. It combines aspects of restaurant and farm management while dealing with hungry invaders like rats, wolves, and birds attacking the farm. The goal is to provide a unique experience by blending different game styles, offering both strategy and action for players.



Target audience and context

Players of all ages are the target audience, with an emphasis on those who enjoy multitasking and handling diverse challenges simultaneously.

The game's context involves a unique fusion of genres, blending restaurant management, farming, and defense, offering players a fresh and distinctive gaming experience.



USP's

- **Fast-paced gameplay:** The game emphasizes multitasking and management skills, which distinguishes it from titles that primarily focus on farming or selling aspects
- **Move Your Character:** In contrast to other farm simulation games with simple clicking mechanics, this game features a 2D character that can walk, run, and interact.
- **Genre fusion:** By combining elements from restaurant management, farming, and defense genres, the game provides a fresh and unique gaming experience

CORE GAMEPLAY

The game's main gameplay loop can be split up into four distinct parts; planting, protecting, baking, and selling. The challenge is to manage all of these different parts and not get overwhelmed.

PLANTING

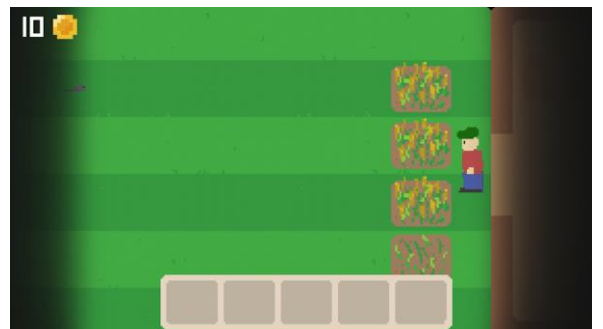
For a few coins the player can plant a specific plant on a tile, this plant will grow over time. Once the plant has finished growing it can be harvested, adding the harvested item to the inventory.



PROTECTING

Hungry pests will be attracted to the seeds the player plants. After a while rats and birds will approach the crops and start to destroy them. When the player fails to scare away the incoming attackers before they are done eating the crop, the plant will be destroyed and the harvest will be lost.

The player can make enemies flee away by getting close to them. When this happens the hungry pests will run off the farm.



BAKING

Once the player buys an oven and gathers enough harvest, they can begin baking a specific food item. The oven automatically takes the required ingredients from the inventory and starts a timer.

To get the best quality, the player needs to remove the food item when the timer turns green. The quality of the food will affect the price it can be sold for.



SELLING

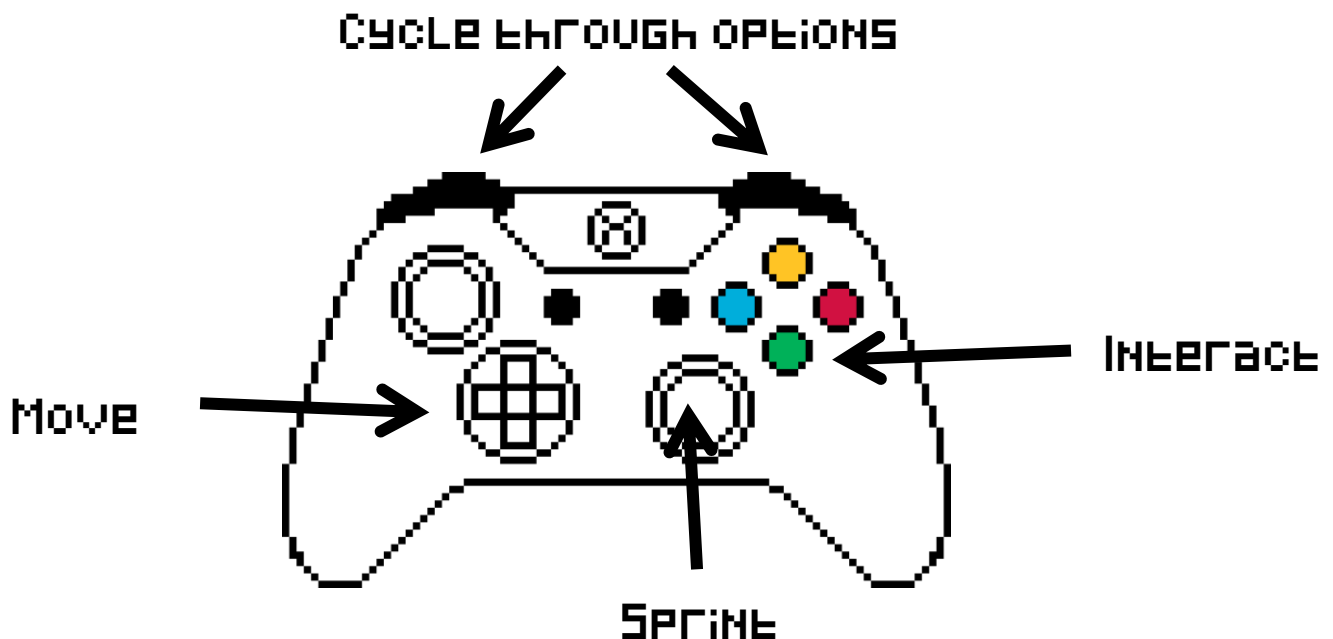
Customers will enter the bakery from the right side and request a food item. When the player interacts with a customer and has the requested food item in their inventory it will be sold, and the customer will leave. The amount of profit made from each item depends on the quality grade, which got decided in the baking process.



STORY

Players step into the shoes of a stressed farmer and baker, rushing to fulfill customer orders while fending off swarms of hungry pests attacking their crops.

CONTROLS



PROGRESSION

The game starts off easy, with only a few things to keep an eye on. But as the game progresses, and more crops will be planted, more enemies

will attack. This will severely increase the game's difficulty and keep the player on their toes.

As the player progresses new plant types, bakeable food items and other items will be unlocked. Increasing the complexity of the game while also keeping the player engaged.

REPLAYABILITY

The fun in the game remains consistent across multiple rounds, allowing players to plant a variety of crops each time. Enjoy the satisfaction of building your farm and bakery from the ground up, transforming it into a thriving business.

LEVEL LAYOUT



The player will need to quickly move from one area to another in order to keep everything under control. Every single area of the level contains a different thing to keep an eye on.

MUSIC AND SOUND

The music and sounds nicely complement the gameplay and give the player the feeling of excitement and stress. Satisfying sounds are used to give some player feedback, like when selling a bread to a customer. The audio cues can also help the player during their gameplay. For example, when a customer enters the bakery, a doorbell sound will play. This way, the player knows a new customer is ready to order.

ART DESIGN

A very simplistic pixel art style was chosen for the game sprites. With

bouncy animations and simple particle effects to give some player feedback. Warm colors, low in saturation are used to give a cozy feel to the game. The left and right edge of the screen have a dark black gradient over them in order to keep the content of the other rooms hidden but also because it looks visually pleasing.

