Game Idea Farm and Harvest: The plan is to make a relaxing farming game where you can buy and sell plants on a timer and when you reach a time limit the game ends or when you leave you just go to the main menu it is literally buying and selling crops with relaxing music you need to water of course and sell and be patience for a little bit.

1/20:

Today I made al the sprites and stages for plants and tiles in Asprite it took me 3 hours pixalating every object that I wanted with examples.

1/21:

Today I started Building the map and functions for plant stages and made the UI I made the plant stages through scripting that after for example after 5 seconds the plant grows and there are 3 stages and made a little starting UI.

1/22:

Build the UI with a scrolling wheel and you can buy plots and fertilize plants and looked if everything worked in code I made the map little bigger and made the in-game UI better to and more scripts for the buying methods in the game.

1/23:

Made a Start option and a hard mode where you will always lose and a timer mode where you can try and beat the game in 30 minutes .

1/24: Bug Fixing and made UI look better and made the map some tiles bigger added some music to.

Backlog:

-Sometimes things where difficult like mechanics and building had to redo it 2 times.

- Had some problems with the exit UI in game but it is fixed.

- Git repository link: <https://github.com/yoery/Farm-and-Harvest/tree/main>

-Put the game on itch.io with a devlog: <https://yoery.itch.io/farm-and-harvest>

Ontwikkelomgeving:

De ontwikkelomgeving die gebruikt is voor Farm and Harvest is in Unity Engine 3f.2022 met de script taal C#. De computer waar de game op gebouwd is een custom build computer met de specs:

CPU: Ryzen 5 3600

Moederbord: Gigabyte B450 AORUS M moederbord

RAM: HyperX Fury 16GB.

Video Kaart: RTX 1060 OC 3GB.

De game is voor windows gemaakt op een windows computer en de software die gebruikt is voor de sprites is een steam app Asprite waar je pixelart assets kan maken voor games en Unity Engine voor de bouw van de game daarnaast voor de scripting de Microsoft coding 2019 versie programma die met unity komt.

Testverslagen:

Nila from Norway 10:00pm: I like it a lot, this game can you play whenever and wherever you are. And it a nice game when you want to get entertained when you are board 5/5

1ste  test Thomas from The Netherlands 9:35pm: The game is a good way to relax, if there is a lot going on and you need a break from it all, this game is the way to go! I rate it a solid 4/5

2de test Thomas from The Netherlands 1:00pm: The game is still a good way to relax, if there is a lot going on and you need a break from it all, this game is the way to go to peace! I still rate it a solid 4/5