

## FARMING SIMULATOR/GAME

### 1. **START:**

- WELCOME & Name Your Farm (a way to invite others to see it?)
- Set amount of cash/coins to start with

-INFO DRIVER CARD- Farming Manager Graphic with text “congrats on your new farming space, now choose which agtech you want to grow with” (similar to civilization)

### 2. **CHOOSE TYPE OF AREA and SPACE:** (each has a set value of productivity)

- Terrace
- Dome
- Greenhouse
- Walls
- Container
- Roof
- underground
- lawn

Enter how much space you have (this will draw up a tetris style grid to place objects on through the simulation)

### 3. **CHOOSE TECH:** (each has a set cost and energy/water requirements)

- Vertical
- Aero
- Hydro
- Dryponic
- Aqua

-INFO DRIVER CARD

### 4. **CHOOSE FARM MANAGEMENT:** (each has a set limit and must generate more)

- seeds
- labor
- energy (hz)
- H2O (liters)
- storage

-INFO DRIVER CARD

### 5. **CHOOSE CROPS** (crop density--seeds or space per unit 14 per tower, 30 per hydro? PRICE?):

- micro greens (sprouts)
- leafy greens (lettuce, spinach)

- tomatoes
- peas
- beans
- peppers

- carrots
- cucumbers
- herbs

-INFO DRIVER CARD

**6. CHOOSE CYCLE TIME:** Monthly, Quarterly or Annually

- seasons to consider
- slow down or speed up time to get different output results

**7. RUN SIMULATION: OUTPUT DATA**

- Harvest-Yields vs. time ratio
- cost vs. revenue ratio
- energy vs. space ratio
- how many could be fed in the community
- keep, give or sell?

-INFO DRIVER CARD --- RUN ANOTHER HARVEST CYCLE (YES/NO), HARVEST FREQUENCY

**8. CHOOSE UPGRADES FOR EXPANSION/ADVANCEMENT:**

- Water catchment (collection/management)
- Solar
- Apiary
- Robotics
- Sensors
- IoT (smart city)
- Drones

**9. ADAPT TO CHALLENGES:**

- storm
- fire
- flood
- drought
- civil unrest
- electrical outage
- market crash
- zombies (destruction of supply, but survival rate high)
- fuel crisis

Other Considerations:

Game Structure: Runs over a set of years 2018-2033??

GOAL: Maximize Yield, Efficiency, Sustainability and ROI. (Overall goal to create Peaceful revolution, or some utopian future within the game?)

News at the start of each turn to drive the story

Sharing online

Community- Connecting to other players within the community

Hexagon Plots

CSA structure