



MECH FARMER



“Story driven RPG with farming, top-down combat and meaningful choices, consequences.”





PLOT / OVERVIEW

The Earth is a polluted, over-crowded, dying world. Corporations own off-world colonies. The player is sent to Moonshine Gulch, a mining outpost owned by Thornside Holding Co.

Their task is to grow crops and provide the scattered settlements with food. They will also be responsible for defending the colonists from the native fauna, consisting of several distinct species of huge bug-like monstrosities.

As the seasons pass, Thornside will demand increased output from the mines and farms. Their demands will put the colony at risk. The player now must lead a rebellion, to free Moonshine Gulch from oppression, fending off raids from the corporation's mechanised army.





NOVEMBER 2021 UPDATE

I've finally released a fully playable build and my overall reaction to it was that it needed a lot of improvement. The pacing in particular was a big concern, with the player spending too long walking to objectives or waiting around. A few features I plan to add should alleviate this somewhat, vehicles that make traversal fun, more gameplay features etc. I've worked on this game for a long time and a lot of people seem to be genuinely interested in the premise, I feel it could be something quite special. If that means another delay to make the best game that I possibly can, then that's what I'll do.





FARMING

Obviously an important part of the game will be the farming aspect. Players will have access to several farming mechs to prepare the soil, plant seeds, water, harvest crops etc. Crops that are properly cared for (and defended from being eaten by hungry aliens) will produce higher yields. Once harvested, the crops can be delivered (via special delivery vehicles) to each settlement's depot or used to create processed meals. Well supplied settlements will have happier settlers, resulting in better shop prices, item unlocks and new quests.

MECHS / COMBAT

The player will be able to activate a "mech suit" to fend off enemy attacks. The mech will be customisable, with the player able to change body parts and weapon systems, as well as changing paint schemes and name. Certain weapons will be more effective against particular types of enemies than others, so it would be wise to choose a varied loadout. The mech will also have access to several abilities, such as deploying temporary turrets to assist in defence during large assaults.



TEAM

Mech Farmer is being developed by Tyrant Media Limited – which right now consists of just me, Anthony Richardson. Born in 1984, I live in Widnes, a small industrial town in the north of England. I started learning about most aspects of game design in 2015 via online courses, covering topics such as 3D modelling, animation, C#, Unity - releasing my first game in 2017 (Leviathan Fishing Company for iOS) – although I have continued to learn and work on other projects since then. I'm fairly proficient with Photoshop and have done graphic design work for numerous companies, political groups, online content creators and other individuals.



UPCOMING FEATURES

I intend to add several features and mechanics to the game over the coming months, such as:

- Player customisation – buy / unlock outfits
- Cooking – Use crops and ingredients to create meals that can provide benefits
- Crafting – Use resources to make furniture / items
- Home customisation – Commission different layouts, change décor, move objects
- Fishing – Not a “mini-game”, aim with laser harpoon and charge up, more streamlined
- Animal spotting – Take photographs or docile fauna to complete collection
- Retro games – Collect an assortment of arcade-inspired playable games



TIMELINE

I originally planned for a late Spring 2022 release but as I am not satisfied with how the game currently plays, this is no longer the case.

How I currently see the process unfolding is as follows but this is obviously a very rough estimate:

Dec 2021 - Plan revisions / additions to game and major questlines.

Jan 2022 - Commission 3D artists to create NPCs, enemies, mechs...

Feb 2022 - Implement grid based house customisation.

Mar 2022 – Fishing / Animal spotting

Apr 2022 – Crafting / Cooking / Player Customisation

Jun 2022 – 3D Buildings

Aug 2022 – Retro Games

Nov 2022 – Write dialogue / quests

Jan 2022 – Mini-map / UI additions

Mar 2022 – Balancing

Apr 2023 – Polishing / testing

Jun 2023 – Release

BUDGET

A very rough projected budget that I am planning to finance myself is:

Human character artist - £14000

Mech / Robot 3D artist - £7000

Alien / Wildlife 3D artist - £7000

Minor prop artist - £2000

Composer - £8000 ceiling from 15% rev share.

So my initial outlay stands at around £30k – though I may compromise in certain areas, splurge in others, apart from the character art, I've not really had much discussion with potential artists.



MECH FARMER



Colony Map
5 main settlements

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Craftable Meal
(NovaCorn + Bug Meat)
Tasty!

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Pre-alpha
Gameplay
Screenshot

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