

# Chicken Farmer

<b>Target Audience:</b>	Casual players who enjoy sillier stories
<b>Gamer Type:</b>	Explorer, Achiever
<b>Target Platforms:</b>	PlayStation
<b>Genre:</b>	Stealth game, farming and resource management
<b>Number of Players:</b>	1

## High Concept Statement

It's the year 2037. A series of failed science experiments has produced a terrifying amount of mutant geese which broke loose and started spreading through the country and breeding. A lone chicken farmer, scientist and thief, all in one person has to work hard to stop the apocalypse. Growing his own species of genetically modified chickens on his farms, he sets out on missions to uncover what led to the goose outbreak and how it can be stopped. Sneak around the goose-infested world, for if the feathered demons spot you it can be your end. Find resources for your farming and science experiments. Expand and improve your farm. Research more chicken mutation and use the mutant chickens to distract the geese, set up traps for them while you sneak around or to just scout ahead. Find the abandoned laboratory at the heart of all this and make the reverse mutagen that will save the world.

### Core mechanics:

Stealth, Exploration, Farming, Upgrades

### Feature Set:

- **Stealth** Stealthing around the levels using mutant chickens as tools (in the style of *Styx: Master of Shadows* - use remote controlled chicken similarly to a clone in *Styx*, or the *Batman* games, using bomb chickens as traps or big chickens to glide)
- **Farming** To use chickens in the missions you have to first grow them on your farm. Base building with focus on pen building similar to zoo games such as *Planet Zoo*, or *Zoo Tycoon* but with important breeding and farming aspects.
- **Upgrades** Unlocking more chicken mutations, which gives you more ability options for the stealth segments. Research tree with a *Little Alchemy* based minigame.

### Player experience goals:

- **Tension** - In the stealth parts of the game
- **Improvement** - Unlocking more chicken options during the game, allowing easier time stealthing and allowing access to previously inaccessible areas
- **Exploration** - Exploring the story of the goose apocalypse, uncovering what happened.
- **Customisation** - Building your farm the way you enjoy. Making it feel homely.
- **Laughter** - Silly jokes littered through the game

## The Competition

Inspiration for the game comes mainly from *Styx: Master of Shadows* and the board game *Agricola*. The inspiration for the story is based on the popular zombie genre and the *Untitled Goose Game*.

## Compelling aspects

This game is a unique combination of a stealth game, which happens in real time and offers tension, with a farming game about base building, resource management and time management (waiting for chickens to grow). The story is also relatively unique