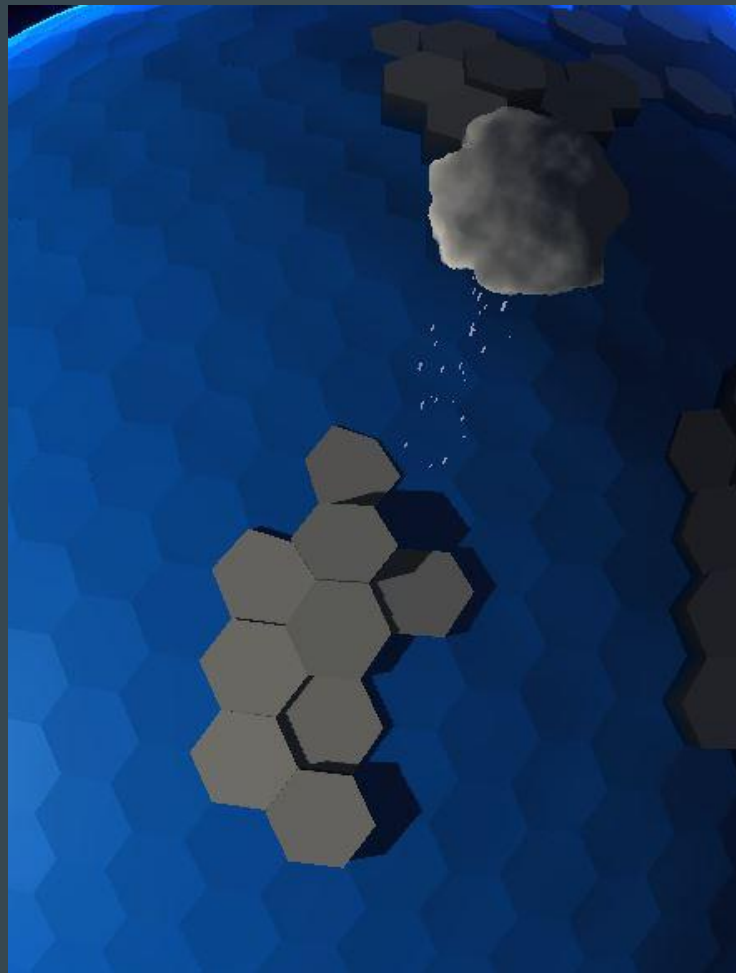# Terrafarm - Alpha Release

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Simon Brunner, Linus Biermann

Desirable Target

- More building types:
  - Street
  - Bridge
  - Wind turbine
  - Blockade
  - Power amplifier
- More climate effects
  - Rain
  - Lightning
  - Wind
- BGM/SFX
  - Added more Sound Effects
  - Menu and Gameplay Music
  - Smooth transition

Desirable Target: High scores

- Exchange energy for credits
- 5% interest per turn
- Credits will determine the player's score

High Target

- Fancier graphics
    - Smoke effect for buildings
    - Custom UI
- Animated assets
    - Animated UI
    - Smooth transitions
    - Popup animations for buildings
    - Idle animation for wind turbines and mass extractors
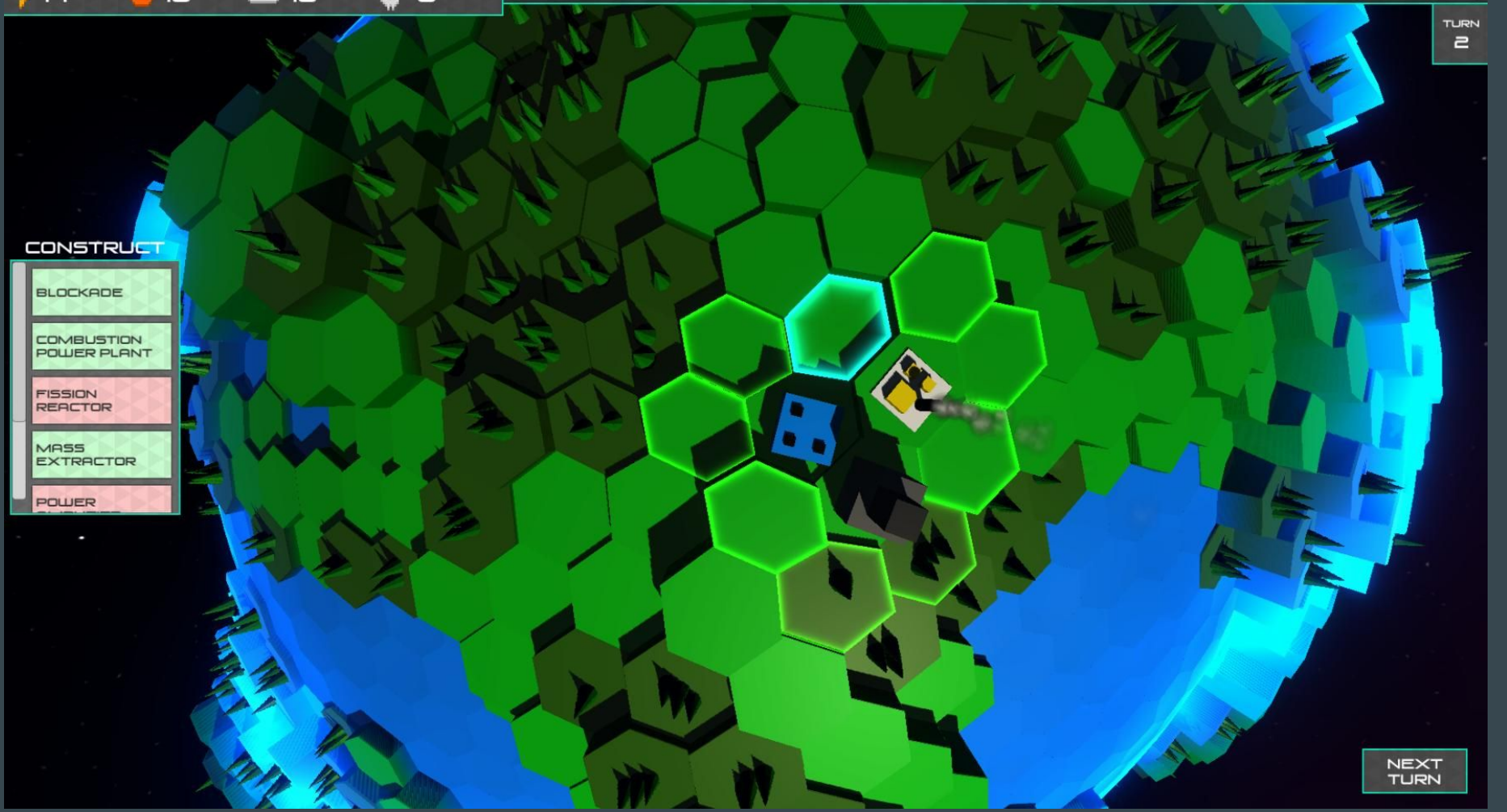   - Sleep effect

CONSTRUCT

BLOCKADE

COMBUSTION
POWER PLANT

FISSION
REACTOR

MASS
EXTRACTOR

POWER

NEXT
TURN

DEMO