

TerraForge Roadmap

V0.8 (Current Stage)

Shop System:

Repair & Access: The shop requires repairs to become accessible, costing ores and coins.

Renovation & Upgrades: Renovate and upgrade your shop through various stages, allowing customization to attract more customers and sell crafted items.

Shop Mechanics:

- **Fame System:** Your shop has a fame level; higher fame attracts more customers.
- **Item Placement:** There is a limit to the number of items you can place in the shop.
- **Pricing:** You can set item prices, but high prices may deter customers and decrease fame. Customers might also attempt to haggle for better deals.
- **Customer Preferences:** Customers have specific desires for items such as jewelry, weapons, or armor, and sometimes for specific materials.

Market Demand & Events:

- A dynamic supply and demand system with random events and modifiers will impact pricing and customer behavior.
- An event board will track recent and past events that influence the market.
- **Example Event:** An explosion at a major iron mine could cause iron prices to rise due to decreased supply, allowing you to sell iron-related items at a higher price for a few days.

V0.85: Mining Rework (Hazard Update)

Mining Enhancements:

- Introduce new hazardous elements to make mining more challenging and rewarding.
- Add more difficult and rewarding underground layers.

License System Improvements:

- No more new license button spam! (For example you could pay to search for a license at least depth 3000, guaranteed gold and diamond. Every few days new licenses are generated automatically.)

- **Example:** You could pay to search for a license at a specific depth (e.g., 3000), with guaranteed gold and diamond finds. New licenses will be generated automatically every few days.

V0.9: Dialogue & Story Elements

Storyline Development:

- Introduce a simple storyline with additional dialogues.
- Implement a game-ending feature to conclude the story by V1.0.

New Spending Options:

- Add more ways for players to spend money(coins).

V1.0: Full Release

New Region: Abyss

- Introduce a new region with unique textures, mining backgrounds, and a distinct atmosphere.

Completed Storyline:

- Finalize the game's main storyline.

New Resources & Crafting:

- Add new minerals such as Titanium and Voidstone.
- Introduce new blueprints and items for crafting.

Localization:

- Implement multiple language support.

V1.0+ (Post-Launch Updates)

Shop Enhancements:

- Introduce customer requests and new events.
- Add features like competing stores, leaderboards, mini-competitions, and shop advertisements to attract more or unique customers.

Additional Content:

- Add more blueprints, items, relics, missions, and crafting minigames.
- Potentially introduce new achievements, mining tools, and regions.

Ongoing Development:

Continuously fix bugs and balance the game to ensure Version 1.0 is a polished experience with extensive content and balanced progression for maximum player enjoyment.