

CS4530 Final Project: Farmer's Fury

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Our Feature:

Covey Town is great place to kick back, relax, and have some fun, but there's a severe lack of one thing and one thing alone; FARMING!. After all, is it not agriculture that allowed humanity to conquer the world, enabling society to exist in the first place?

To remedy this great sin against humanity, we developed an exciting new game: Farmer's Fury! As a trusted farmer, it's your responsibility to traverse the farm and harvest the fully grown carrots, so collect as many as you can, lest you anger the farmer! Put your farming skills to the test against your friends to see who grows to the top!

Demo and Source:

Our demo site is available [HERE](#) and our source code is available on [GitHub](#).



Farm Game

High Scores ^

Not John: 4

John: 3

Not John: 2

John: 0

Current Observers v

Game over. [Join New Game](#)

Farmer 1: Not John

Farmer 2: John

Our Technology Stack & Design:

We implemented Farmer's Fury into the existing covey.town codebase. The game utilizes Phaser, with a map created using a Tile Map. When a player joins, they are added to the map with a Phaser Arcade Body, with the carrots being procedural modifications to the existing map, dynamically generated and grown until they reach full maturity. A player can control themselves with WASD keys. When a player is on the same tile as a fully grown carrot and presses 'Q', the carrot is picked up increasing the player's carrot count / score. The Modal that stores the game is created with React/Chakra. Tests are created with Jest. The Multiplayer works via the game area infrastructure to communicate changes between front/backend.

Future Work:

Future work on Farmer's Fury would include better multiplayer functionality, an AI Helper if playing solo, improved visual feedback when grabbing a carrot, as well as different vegetables growing, each with their own values.