

Farm & Mines

Players can use a Farm and a Mine buildings to produce materials on their own hub

Intention: make the hub profitable and more interesting to visit

Player interest: collecting materials of choice over time

- These buildings unlock in the Special housing category when 02.01 is visited once
- These buildings can only be built once per hub
- Each building features a storage where the produced materials will be stored
 - To collect the produced materials, player simply has to get close to the storage like an expedition storage
- Players must choose which material is produced by each building by tapping on the storage WorldUI when it is **empty**
 - An inventory-like UI will be prompted to select the desired material to product
 - Players can only choose materials they already gathered once
- Farm produces Cooking Ingredients only (coconuts, pumpkins, etc.)
- Mine produces semi-precious stones only
- Materials are produced on a timely basis:
 - Buildings production rate = 100 / 24h
 - Storage maximum capacity = 100

Note: will need daily attention