Fields of Fortune - Press Kit (en)

This press material is intended for editorial coverage of Fields of Fortune.

UC Studios | Demo: June 20, 2025 | Full Release: approx. Fall 2025
Steam Full Version: https://store.steampowered.com/app/3649980/Fields_of_Fortune/
Steam Demo: https://store.steampowered.com/app/3748490/Fields_of_Fortune_Demo/

Would you like to try the game early?
A pre-release version of the demo is available for press and creators upon request.
Just reach out to us via mailto:contact@ucstudios.de — we'll be happy to provide early access.

Fields of Fortune is a relaxing 2D pixel farming simulation set on a remote island. Tend your crops, raise animals, explore your surroundings, and build your own island paradise.

Genre: Farming Simulation, Pixel Art, Singleplayer
Plattform: Windows-PC (Steam)
Release: 2025
Developer: UC Studios
Audience: Fans of Stardew Valley, Animal Crossing, cozy games

Features
• 2D pixel graphics in a charming top-down perspective
• Farming, animal husbandry, and a dynamic trading system
• Cooking, crafting, and island exploration
• Build and expand your own village
• Relaxing, family-friendly atmosphere

Detailed Game Description

Fields of Fortune blends classic farming mechanics with lovingly crafted details in a peaceful 2D pixel world. As the player, you inherit a remote island and begin developing it by cultivating crops, raising animals, collecting resources, and constructing your own small village.

Buildings aren't just decorative — they're functional, supporting crafting, resource processing, and animal care. Animals like chickens, cows, and sheep can be fed and tended to, producing goods that you can sell or refine further.

A key element of the game is process automation. You can already use conveyor belts to automatically transport items between buildings and production points. Automated harvesters handle crop collection (e.g., wheat, tomatoes, corn) and gather produce from trees and bushes — ensuring a smooth gameplay experience even as your farm expands.

In the future, these systems will be further expanded: planned features include automatic barns that collect milk, eggs, or wool without player input, and automated ore/stone harvesting via procedurally generated cave systems.

The gameplay experience is enhanced by a dynamic trading system with fluctuating market prices, regular events such as fishing competitions, and a customizable home that serves both aesthetic and practical functions.

Additional features in development include specializations that let you shape your gameplay style — such as herbalism, brewing, animal taming, and advanced farming. These elements are actively being planned and refined based on community feedback.

Technical Background

Fields of Fortune is not built on a standard game engine — it is powered by a custom-built engine developed specifically for this project. The goal was to gain deep insights into system-level processes like resource management, memory optimization, and real-time logic.

The engine is written in C++ and utilizes the SFML graphics library, allowing for highly efficient gameplay systems and serving as the foundation for the game's complex automation mechanics.

Media & Press Materials

The press kit includes the following files:
• Screenshots: High-resolution in-game images (Screenshots/)
• Logos & Key Art: PNGs with transparency + title graphics (Logos/)
• Trailer: Short gameplay video (Trailer/)
• Roadmap: Planned features overview (Roadmap/roadmap_en.pdf)
• This document: PDF version (presskit_en.pdf)

For additional media requests or specific formats: mailto:contact@ucstudios.de