Sheep rancher

This is for [project #4 of Adam Learns](#). The goal is not necessarily to *finish* this game; we're just going to learn as we go!

Basic idea

You play as a sheep rancher. Your goal is to get as many happy sheep as you can. There's no way to lose or to be unable to progress.

Shearing sheep gives you wool. Wool sells for money. Sheep generate wool every so often based on their hunger.

Every once in a while, a minigame happens and it can reward you with more sheep, more food, or more money. Maybe every day ends in a minigame?

You start with a single, white sheep.

Views

- Farm view
  - This is where you see your sheep and a brief overview of your stats. The sheep wander around and show their emotions in a little bubble every once in a while.
- Menu view
  - The game is paused while you're on this view
  - Your options:
    - Buy food from here with your money
    - Buy new sheep - the plinko board decides the color?
    - Sell sheep
    - Eventually, we could have a way of upgrading your farm so that you don't have to manage the sheep as much, e.g. it could autofeed, autoshear, automatically buy food, and maybe even allow for more sheep.

Controls

- Farm view
  - Arrows: move between sheep; it's just always in order of however many you have
  - A: shear the sheep - the wool drops to the ground and you see text like "+50" rise
  - B: feed the sheep
  - Start: switch to the menu view

- Menu view
  - Arrows: move between options
  - A: choose an option
  - B: cancel
  - Start: leave this screen

Ideas

- Sheep could show their emotions in a little bubble above them. Maybe this is a farm upgrade.

Minigames

Minigames serve as a way to earn more sheep, money, or food. They happen at the end of every day.
Race - auto racer

- Shearing - mash A as fast as possible
- Counting sheep - count the number of sheep that drop from the top of the screen
- Sheep memory game - show multiple colors of sheep and ask the player to remember which ones were there
- RHYTHM SHEEP - tap the right button when the sheep hits the corresponding button
- TNT-dodger - your sheep is at the bottom of the screen and has to dodge TNT dropping from the sky
  - Maybe the sheep are clouds and the dynamite is on balloons
- Herding sheep - you control a dog or something and rally them into the center of the screen
- Sheep platformer - have to jump across some gaps to make it to the end
- Sheep Plinko - drop a sheep into a plinko board
- Sheep cloning - you just get a copy of an existing sheep

UI planning

I'll reserve 4 tiles at the top for status information

- First row
  - Day (clock symbol): 5 characters
  - Sheep: 7 characters
  - Money ($): 5 characters
  - Food (🍎): 5 characters
  - 22 characters out of 32 columns - this allows for some spacing and for more money digits eventually
- Second row

- ○ Sheep information
  - ■ SHEEP #1/4 Happiness: 💖💖💖💖💖💖💖🖤🖤🖤🖤
  - ■ Could use full hearts and half hearts to trim size

I have 26 rows left for the farm. I'm going to fence in the whole farm, which leaves a 30x24 area for the sheep to roam in.