To do list for Shepherd Game:

- Art
  - Character
    - Image
    - Animation
  - Sheep
    - Image
    - Animation
  - Terrain
    - Animated?
  - Enemy
    - Image
    - Animation
  - Points of interest
    - Sprites
    - Animation
- Gameplay
  - Sheep (Your health)
    - Sheep movement
      - Random sheep: idle movement in map
      - Follow player's cursor when owned/claimed
      - More sheep in herd makes them all move slower

    - Collection
      - Sheep don't follow directly
      - Collect sheep: Player shouts
  - Player
    - Player movement
      - WASD for Shepherd movement (player)
      - 8 directional movement or player facing
      - Player shouts with E, and sheep move quicker but away from the player
      - Space bar for shooting shotgun
        - Shotgun mechanics
          - Shoot in the last direction player was looking at
          - Projectile
            - Shoots 6 pellets
            - Does not normally pass through enemies

- Sheep dog (Player 2 in the future TBD)
  - Moves with arrow keys
  - Bark with enter key
  - Mainly helps control the herd in a better manner
- ■ Enemies
  - Burrower
    - Burrows underground to become invulnerable and deal no damage to then choose a spot to re-emerge.
    - Upon re emerging an area around the enemy erupts dealing killing the sheep
  - Regular enemy
    - Heads towards sheep
    - Kills sheep
  - Swarm
    - Many small enemies
    - Bullets pass through
- Structure
  - ■ Multiple pages
    - Game start
      - Title screen
      - Instructions
      -
    - Gameplay
    - Game over
  - ■ Camera
  - ■ Follow player