Reflection:

The Ranch is a game inspired by a real-world simulation. The game focuses on the real world- aspect of farming crops and taking care of livestock. The game incorporates various variables that influence other variables. Just as in real life, money is used to buy seeds or livestock. The player must plant, water and harvest crops in order to either feed livestock or sell the plants for money. The player can use this money to purchase seeds for more crops or to purchase more livestock. The player will need to strategically balance whether to earn money from selling crops or to earn money by keeping livestock alive.

Problems / Future recommendations:

Due to the time constraint for the project there are certain things that I have excluded from the final build. I tried to implement a UI timer bar that shows the player how long they need to wait in order to harvest the plants. I also wanted to implement this system to the animals so that the player has visual aid to decide whether to focus on harvesting and selling or harvesting and feeding. I managed to implement this time bar, however, I had an issue with reusability of the UI. The time bar would only work for the first instance of a plant being spawned. I did not manage to solve this issue and due to having various other assignments due for other courses I decided to leave the timer bar out. Furthermore, I would have liked to add various animals for the player to choose from and also add an option where the player can choose to sell their animals.