

----Tropical Rainforest----

-One Page Rule-



Goal Build a tiny, interactive zoo-keeper game focused on animal enclosure, habitants, and daily services.

How to Play

- Playing the game day at a time (e.g., for like 15-20 second per day).
 - **Skip Button** to the game at the top right, make the game faster and skip most of the day time.
 - **Movement** player only moves upward, downward, left, right.
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- Maintenance (Type of Animal: Rabbit). **“Keep Feeding the rabbit, Keep the rabbit hydrated”**.

- Rabbits_Health_Bar (0-100)
 - Rabbits_Hunger_Bar (0-100)
 - Rabbits_Thirst_Bar (0-100)
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- Equipments / Tools (Food, Water)
 - **Food** (Beans) - Basic needs of rabbit to not starve
 - **Water** - staying hydrated so the rabbit won't starve to died
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Winning Condition

- Keeping the animal well Feed and hydrated
- Survive 5 days

Losing Condition

- Not Feeding the Animal Will lead to Defeat
- Not meeting the 5 days cycle in the game

