

endDay()

ne go to next day:
y even if has actions left
bonus \$ for animal welfare (happiness and healthiness)

Random events (day start) Drought

- (a) The wells have dried up, and the crops are thirsty. (b) The player loses half of their growing crops. The exact crops are determined randomly Broken fence(/Predator raid(fox, coyote), Fish(broken net)?
- (a) One or more of your animals have escaped through a broken fence. (b) The player loses one or more of their animals, the exact number determined randomly. (c) The remaining animals lose a substantial amount of happiness.

County fair

(a) Your farm has won the top award at the annual county fair. (b) The player earns a reasonable sum of money. (c) The amount of money earned should be scaled by the number of crops and animals the farm contains.

After all days are completed, the game should end. A screen should display the farm's name, the game's duration in days, and the profit the farm made in this time. A final score should be displayed. How you score is up to you, but we recommend looking at game duration, number of crops and animals, animal status, and money earned.