Eggsellent!

The game will involve a chicken that goes from station to station eating different kinds of food; the food consumed will determine the nature of eggs that get laid when the chicken sits on the nest. There are numerous combinations that will result in eggs, but only one that will result in a chick (which is how the game is won)

Programming Pillars:

INHERITANCE

* Food (Seeds/Chocolate/Peppers)
* Eggs (Hard Boiled/Easter Cream/Chicks)

POLYMORPHISM

* Eggs all have a Hatch() function, but different things happen when they hatch (overrides)
* Lay() function will produce a different kind of egg depending on what kind of food is passed to it (overloads)

ENCAPSULATION

* Food stations will have a serving size property (get, set); cannot be negative
* Food stations will have a food served property (get, set); must be a legit food type
* Chicken will have an IsHungry property that allows her to eat (get)

ABSTRACTION

* Eggs: Hatch()
* Chicken: Eat(), Lay(), MoveToClickedSpot()
* Food station: Dispense()