I Idea - Minecraft Sheep (named Shep)

1 Function for body and head
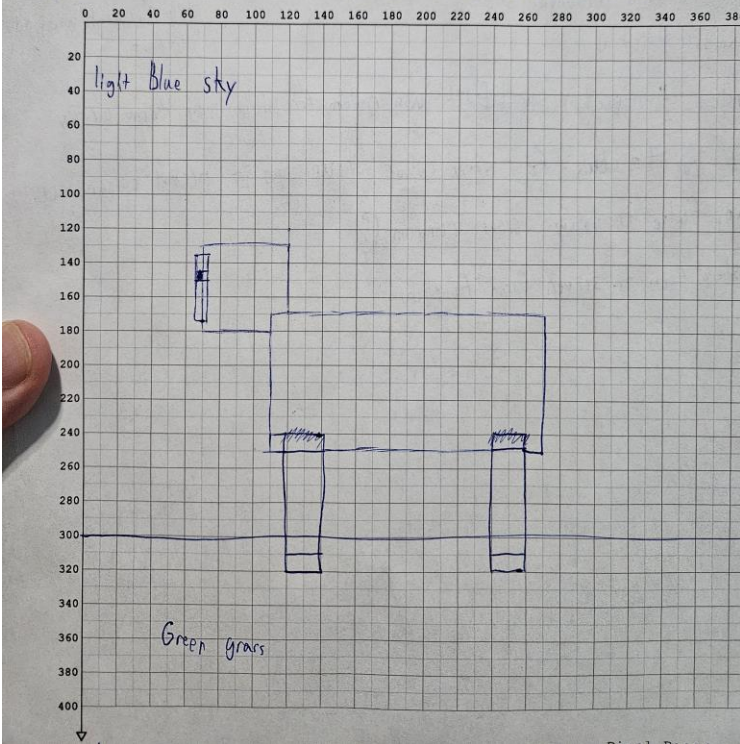1 Function for legs

Body, legs and head start white, press space to randomise colour

face wool colour beige
hooves colour dark brown-ish
head

light Blue sky

Green grass

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second
- Make array for colours | Edit: Make ^array for random colours

- Function for body and head | seperate function for legs | Edit: Use "for" loop for
  leg placement using an
  offset
- Using squares and rectangles
- Line thickness set at 0

- Use random for wool colour | Edit: use random for whole body from array

- Use for loop to check for sheep colour: true has it normal colours on
  start up, false to draw colour random (?)

- draw sheep from to screen from functions