**Project Moo**

Project Moo is a clicker-based resource management game where the player has to manage a farm. The player will need to build sheds on his land for the animals. These animals will produce certain products for the player which he or she can sell in the city. Eventually the player will be able to unlock new animals and upgrades he can buy to increase his income.

**The Goal**

There is no actual goal in this game. It’s a matter of creating an income and upgrading your own farm to increase your productivity. You could say that becoming “The Best Farmer” or “Creating the most productive farm” is your goal, but that’s completely up to the player. The game will of course have a limited amount of upgrades so after you reach “Max-Level” the player will be left with a very productive farm.

**The Controls**

This game will be a PC game so this game needs to be played with a mouse.

All interactions in this game will happen by clicking with the left and right mouse buttons, but for a few things like entering a number for the amount of items the player wants to sell, they’ll be able to use the keyboard.

**Buildings**

The buildings in this game play a big role in helping you making profit. Of course, the buildings (or sheds, however you want to call them) are the homes of the animals who produce your resources, but you still need to click on the buildings to produce those resources. Later on, you’ll be able to automate the process.

**Shop**

The shop is where you can buy upgrades and animals and sell resources.

**The process of selling resources**

When you want to sell your resources (for money of course) you will have to make a choice.

The idea is: You will have to load your car with resources so you can drive to the city and sell your items there. BUT: Your car can only carry a certain amount of resources (otherwise your car will be to heavy). So you need to choose between resources. This will become more difficult since we’re planning to add a quest system which will run on a timer, so you can’t sell multiple times since that takes up too much time.

**The process of buying new animals**

The player will be able to buy new animals whenever he or she wants to. This will cost money and “clicks” but will increase your overall resource-income. Buying new animals will cost space so the player needs to think strategically about his decisions.

**Upgrading**

The player will be able to buy upgrades in the upgrade menu. When the player clicks on a building, he or she will be able to see the available upgrades for the building. These buildings will variate from “Workers”, who will work for you and basically “click” for you, automating the process of gaining resources, to “Click Upgrades” which will increase the amount of resources the player will earn by clicking on the building himself.