Project Moo

Project Moo is a clicker-based resource management game where the player has to manage an animal farm.

# The Goal

The player will have to manage a farm with barns which hold farm animals. Each building will be clickable and will then produce a specific produce (Eggs, Milk, Wool). The player can then sell these items and earn money with which he can expand his/her farm with and increase his/her income.

# The Controls

The whole game will be controller via **Mouse Button 1** and **Mouse Button 2.**

# Buildings

## Barn

The barn will be one of the main buildings. These will be the main income for our players.

Clicking on a barn with **M1** will give the player the building specific produce which will be added to his **Storage**. How much the building will generate depends on what upgrade that barn is on and what bonuses the player has active.

Clicking on a barn with **M2** will open up a window with various options.

**Move**: Allows the player to move the building to a free spot next to a road on the grid.

**Destroy**: Destroying and barn will return half of what the barn costs in the shop.

This window will also contain some information like: What is it producing and how much does it produce on a click. It also lets the player upgrade the barn which increases the amount of produce you get from said building. This can be done 2 times after which the player is forced to buy a new barn.

## Storage

This building will contain all the produce of the farm animals. The storage can only contain a certain number of items before its full. Upgrading the storage will allow for more produce to be stored.

Clicking on the storage with **M1** will open the storage tab in which you can see how much space is left and what is in your storage. In the storage tab, you can also add things to your truck to go and sell in the city.

Clicking with **M2** will open a window which contains information on how much space is left and lets the player upgrade his/her storage building. The player can upgrade the storage building 2 times, after which the player is forced to build a new storage building.

**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.