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

Buildings can be build on the farm grid next to road. Road can be place on any square adjacent to a road square. Every farm will begin with 1 road square. To build buildings or roads, the player must go to the shop and buy a building or road and then the building grid will show you where you can place it. On placing it the player pays the cost and will have an unconstructed road or building which can be constructed by clicking on it several times.

## 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 will be laid out into a few different tabs and can be found under a tab in the right side of the screen.

## Construction

This tab will contain buildings and roads.

## Passives

This tab will contain passive effect like increased produce from buildings.

# User interface

## Main screen

In the top left, you will be able to find the amount of money you have and what the time/date is.

To the right, you will see various tabs that will start off closed. When clicking on a tab the menu will expand to the left showing the corresponding tab.

## Slide Menu

**Storage Tab:** This tab will contain all the information regarding how much produce you have. Also will you be able to load your truck in and sent it to the city to sell your produce for cash.

**Shop:** This tab will contain various object the player can spend his cash on to increase his income and or expand his storage.