

# **3D Shepherd and The Sheep**

## **Game Overview**

**Shepherd and The Sheep** is a 3D survival and strategy game developed using **OpenGL with Python**, where the player controls a shepherd living on the edge of a forest. Shepherd cuts wood in daylight and when night falls he must save the sheep from wild wolves.

Objective: Survive 3 nights

## **Game Features**

- Circular forest environment with day night feature (Fogs at night reduces opacity overall)
- 3D Shepherd as player (Cuts wood at day and protects sheep at night)
- Sheep wander around grass, at night they get panic as they become the prey of wolves (has a leader Sheep as well)
- Shepherd cuts wood at the daylight and when night falls he must protect his sheep from wolves
- Wolf pack and alpha wolf spawns at night and hunt the sheep
- The Shepherd can protect his sheep using stone and whistle
- A bonfire can be set by the Shepherd with the help of chopped woods in order to keep the wolves away (3 levels of bonfire depending on the log resources)
- Wood chopping area and resource management system (3 types of wood which defines 3 level of bonfire)
- Combat and defence mechanism ( Shepherd has limited stones in order to defeat the wolves. Stones are recollectable)
- Fear, Courage and trust system for the Sheep (regarding the bonfire effect and staying near of Shepherd)
- HUD displaying Resources, Health, Sheep count, night count, day/night indicator

## **Cheat Mode**

- Unlimited resources , Never ending bonfire, infinity health for shepherd