

Game Name: Hungry Hungry Cow

Objective: You are a hungry cow that looks to eat grass and hay to gain points while avoiding flies that take away your points and farmers that will end your game.

Player: A Hungry Cow

Enemies:

- Farmer: If the farmer is able to get to the player (cow), the player loses the game and is sent into a game over screen
- Fly: Stationary object. If the player touches it, it will reduce the current points the player has

Play Area: 15x15 grid (14x14 play area) (tentative)

Start of the game: The player (cow) will spawn at the red barn door with grass and hay prespawnd. Flies and farmers will also be pre spawned in set locations.

During the game: The farmers will move slowly towards the player while the flys will stay in place. The player will eat all the grass inorder to unlock the exit. Hay will be scattered around the map as bonus points for the player to collect to increase their end score. Once all the grass is collected, the player can advance to the blue barn door to complete the map

End of the game: A game over screen will be displayed depending on whether or not the player lost to the farmers or the player has gotten enough points to reach the blue barn door to win.

- Loss screen: says you died to: <enemy>
- Win screen: Tally up each item collected then show total points