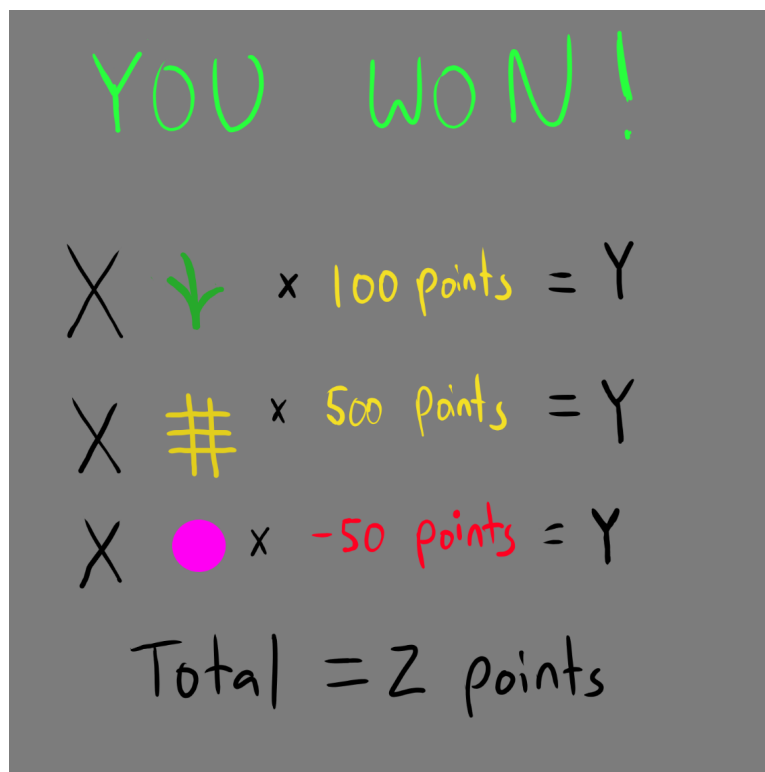


UI Mock-Ups



Legend :

-  = Fence (Wall)
-  = Farmer (Enemy)
-  = Fly (Punishment)
-  = Cow (Player)
-  = Grass (Regular Reward)
-  = Hay (Bonus Reward)
-  = Start
-  = End

