

# “Cultivation” Game

I've decided to make a game called “Cultivation” where a farmer is trying to fertilize and grow his crops while a group of sheep is trying to eat them. The level will load with three actors; the farmer, the group of sheep, and a random number of crops spread randomly through the world. A group of sheep will randomly roam around the map eating crops that they encounter, meanwhile the farmer will move around the map and generate new crops whenever he makes contact with a crop and remove a sheep when he makes contact with one. The simulation will end when the sheep finally eat all of the crops or when the farmer stops all of the sheep

The farmer will be able to move in all cardinal directions and when making contact with a crop will generate another crop randomly across the world. This will only be able to happen once per crop without touching a different crop first. If the farmer makes contact with a sheep, the sheep will disappear from the map.

The sheep will spawn in a group and randomly move throughout the world. If they contact a crop while moving around the world, they will eat the crop and remove it from the world. If they make contact with the farmer, they will be removed from the world.

The crops will randomly generate throughout the world when the game starts and will duplicate when the farmer contacts them or disappear when contacted by a sheep.

The goal of the game is to stop the sheep before all of the farmer's crops are eaten. If the farmer fails to apprehend all of the roaming sheep, a screen stating “Game Over, Your Crops Were lost!” will appear and the farmer will lose the game. If the farmer is able to successfully stop the sheep while still having crops in the world, a screen stating “Your Crops Have Been Saved!” will appear, indicating the farmer has won.

Github link: <https://github.com/phantomfencer629-cmd/CSC-170>