SHEEPROF

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MADE IN CUSTOM ENGINE

Sheeprof

Made on 2009, this was the first commercial game I worked on along with my best friend and associate for one Daniel Maiorama. We basically made all the graphics. Originally in the Appstore for $2.00, it went free five years later and then was taken down one year after that— now only the iPads and iPhones that downloaded it and did not delete it are the only possessors of the final version of the game. This zip contains the only "pc version" in existence, of an earlier version of the game we used to use to test the graphics we were making. The game is a math teaching tool where you have to click sheep in order to make additions, subtractions and such until you reach the number on the bottom right, after which the sheep will disappear. If a sheep reaches the river and falls, the game is over.

Controls

Click stuff to play

Thank you for Playing!

Made by Mirak

Custom Game Resources & Audio

WorldOnPixels

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