

Project scope

Name:	Adam Metz
Community & UN SDG(s):	Youth Learners/Gamers learning about Climate Change: SDG 13 - Climate Action, SDG 7 - Affordable and Clean Energy, SDG 12 - Responsible Consumption and Production
Date:	October 21st, 2023

Project Name	Sustainify
Project Deliverables	
Cookie Clicker Fundamentals	<p>Points system</p> <ul style="list-style-type: none"> - The primary goal of the game is to simply generate more and more points - Sustainability Points (SP) is the name I'll be using for points - These points will be used to purchase generators and upgrades <p>Clickable area that generates points</p> <ul style="list-style-type: none"> - A fundamental feature of cookie-clickers is a clickable area that generates points each time the player clicks on it - So for example, everytime the player clicks the area, 1 SP is generated <p>Passive point generators</p> <ul style="list-style-type: none"> - Another fundamental feature of cookie-clickers is purchasable 'generators' that passively generate points - For example, the player purchases a wind turbine, which generates 1 SP per second - Players can purchase multiple of these generators <p>Permanent upgrades</p> <ul style="list-style-type: none"> - Another fundamental feature is permanent upgrades that multiply the effectiveness of current generators - For example, all wind turbines permanently generate 2 times the amount of SP <p>Simple tutorial</p> <ul style="list-style-type: none"> - For players who have never played a cookie clicker before it could be slightly confusing at first - When the player first opens the game, the tutorial will quickly highlight the major components of the game (clickable area, generators, and upgrades) and explain how to interact with them
Educational Component	<p>Educational Popups/Infoboxes</p> <ul style="list-style-type: none"> - Each time the player unlocks a new generator they'll be shown a popup that provides some educational information - For example, when the player unlocks wind turbines they are shown a popup that provides information on what wind turbines are, their benefits, and any other knowledge that pertains to what the player is unlocking - Information will likely be shown in very short paragraphs, bullet points, and possibly images



- At the bottom of each popup will be a link to the source of the knowledge, so that the player knows the information is credible, and they can look more into the topic if they're interested.

Project Exclusions

- Multiplayer/leaderboards functionality
- Use of browser cookies to save players game information, so they can close the browser and come back to their game later. (I plan to look into implementing this as one of the last features, but not guaranteed)