Project requirements

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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
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Project Name	Sustainify

Functional Requirements

- Basic cookie clicker fundamental actions such as:
    - Clickable area that generates points
    - Passive point generators that the play can purchase one or many of
    - Upgrades that apply permanent multipliers/modifiers to the clickable area, and passive generators
- Sustainability Point (SP) amount display
    - Sustainability Points (SP) are the primary currency within the game
- SP per second display
    - For example a player is passively generating 50 SP per second with their current generators
- Tooltips for each of the upgrades and generators that:
    - Shows the cost in SP
    - Shows the amount of SP that the generator will generate, or the multiplier/modifier provided by the upgrade
- Each time a player unlocks a new generator, or upgrade, a short education blurb will be shown to the player
    - For example, if the player unlocks a new generator such as wind turbines, a small amount of text will be displayed to the player that explains briefly what wind turbines are, and their benefits.
- Easy and intuitive UI/Interaction
    - Cookie clickers have an emphasis a simple and intuitive UI, due to the simplistic nature of these games

Technical/Performance Requirements

- Web game
    - I'll be looking into hosting the game myself and purchasing a domain, or uploading the game to a platform such as itch.io where the game can be played on there
- Easily renderable on most major desktop web browsers (Chrome, Firefox, Edge, etc.)
    - The game may have issues running on a browser on a mobile device due to the much smaller screen resolution since I'll be primarily focused on the desktop version.
- Quick load time
    - The player should be able to load up the game in no longer than 15-20 seconds. With the simplicity of this game it should only take a few seconds at most to load, but 15-20 seconds is the aimed maximum loading time.
- Game must be well optimized