

JS Cookie Clicker

- Official Cookie Clicker: <http://orteil.dashnet.org/cookieclicker/>
- CERN Particle Clicker: <https://particle-clicker.web.cern.ch/particle-clicker/>

Level 1: *Basic structure*

Make the *HTML* / *CSS* / *JS* basic structure. In *HTML*, make a `button` with a “click” and identify a `div` with an *ID* `display` with initial value of 0.

Level 2: *Create the basic JS*

Write the head of *JS* variables that allow us to manipulate our `button` and our `div`. We will also need a `score` variable for resulted score and has initial value of 0.

Level 3: *Score increament*

When you click the button, it will increase the variable `score` by 1, and then display it in the score display `div`.

Level 4: *Multiplier creation*

Add a `button` with the *ID* `multiply`. Then write a variable to the display the button in *JS*. Create a click counter as variable and name it `multiplier` with value equal to 1). After that create a function associated with the click multiplier called `augmenterMultiplicateur`.

Level 5: *Using the multiplier*

Making the score increase by the value of the multiplier for each click. For example, if I clicked once on the multiplier button, each click on the first button now add 2 instead of 1.

Level 6: *Multiplying the price*

The multiplier allows you to gain score faster but this should not be free! For instance each time you click on the multiplier button this will deduct 50 score from your total gained score.

Level 7: *We don't give credit*

We can not give credit and we don't want to display negative score. Remember to update the display of the score after each purchase!

Level 8: *Counter display*

Display the multiplier counter inside the `button`. For example, if the counter is equal to 5, then the button should display "x5 multiplier".

Level 9: *Price increament*

Buy full multiplier is too easy. Go back to step 6, you will understand why we should buy more multipliers, plus they are expensive. For example, the first would be 50, the following 100, the following 200, etc.. No need to complicate your life, do not do full conditions, find another way to change the price!

Level 10: *Displaying of Price*

Display the price on the `button`, in addition to counter display like the previous example which showed "x5", it has to display the cost of the next purchase next to counter display.

Level 11: *Autoclicker*

Further improvement to buy is to use: Autoclick. Once you have a credit of 200, an automatic click will be done every second. (`setInterval` is your friend)

Level 12: *Shopping autoclicker*

The autoclicker will not be automatic. We must now buy the autoclicker. You will add a button with `ID autoclic`. It will cost 500. Once the autoclicker was purchased, it will disable the buy `button` of autoclic.

Level 13: *Buying a bonus*

Now we must buy a bonus that will increase the scores by 200 for 30 seconds on each click. Each click, score increases by 3 for 30 seconds to score and the bonus will be increased by 6 for each click. You will create the "BONUS" button with `ID bonus`, and the bonus will cost 5000. When the bonus is purchased,

the number of seconds will appear in the button with counter and the button will be disabled during bonus time. When bonus timeout, the button will be reactivated and returns to its original condition.

Level 14: *Disable buttons (if you don't have scores to buy upgrades)*

Ensure that the multiplier buttons, Autoclic and bonuses are not active when there is no enough scores to buy upgrades.

Level 15: *CSS*

Wheather is beautifull! No pictures!