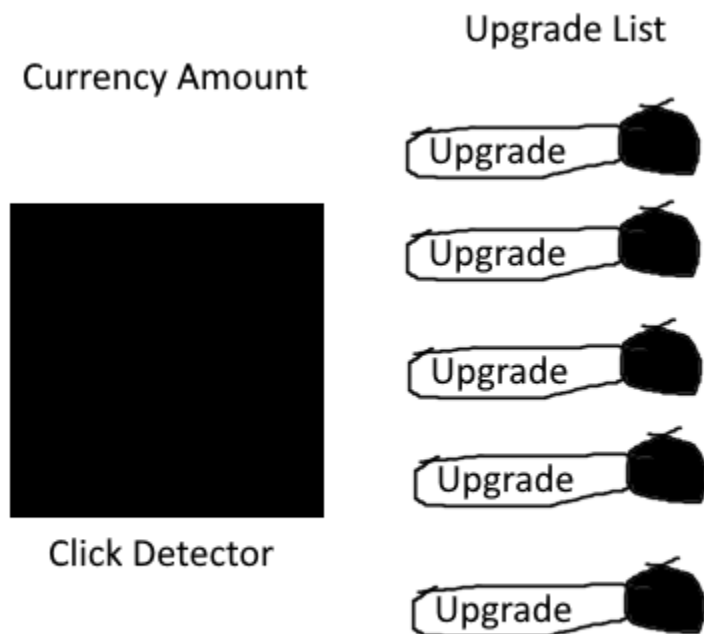


Ideation 1: Incremental Game

The incremental game idea is simple, you do a simple action like clicking a button to generate something, then you buy upgrades with the generated currency, and it snowballs from there. The main issues with a project like this would be that being unable to use the text function in a text heavy game would make it a lot harder to create, although its completely possible to write a custom text function and do it that way but that's something that I'll have to study up on. The simplest gameplay style would be something like cookie clicker where you click on something to generate points, this would be the style I go with.



Another issue with a game like this is how I would implement the game over screen criteria, if I don't take it too seriously, I could still add different states of the game in without it necessarily being a game over but that might get marks deducted.

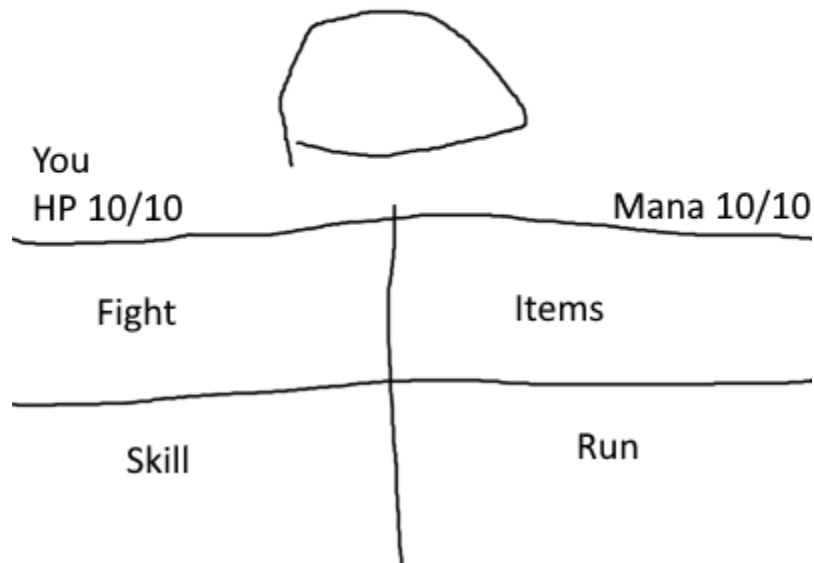
The click detector would simply be a `mouseClicked()` function in a specific part of the screen, and same would go for the upgrade buttons as well, I'd most likely implement a page type system for upgrades that can't fit in the screen to define when a click is defined on one page or another.

Over time you would unlock different currencies and different options for clicking

Ideation 2: RPG Game

In this game you would play through a linear RPG game where, you're able to select numerous worlds and each world has a random list of enemies, there'd be a shop an inventory system a battle system, and it'd be a turn based rpg where you would be able to fight enemies, gain loot, get stronger and then fight enemies

Slime
HP 40/40



Each enemy would have a method to draw its sprite, and the buttons would work with conditionals and specific window spots to function.



Main menu screen