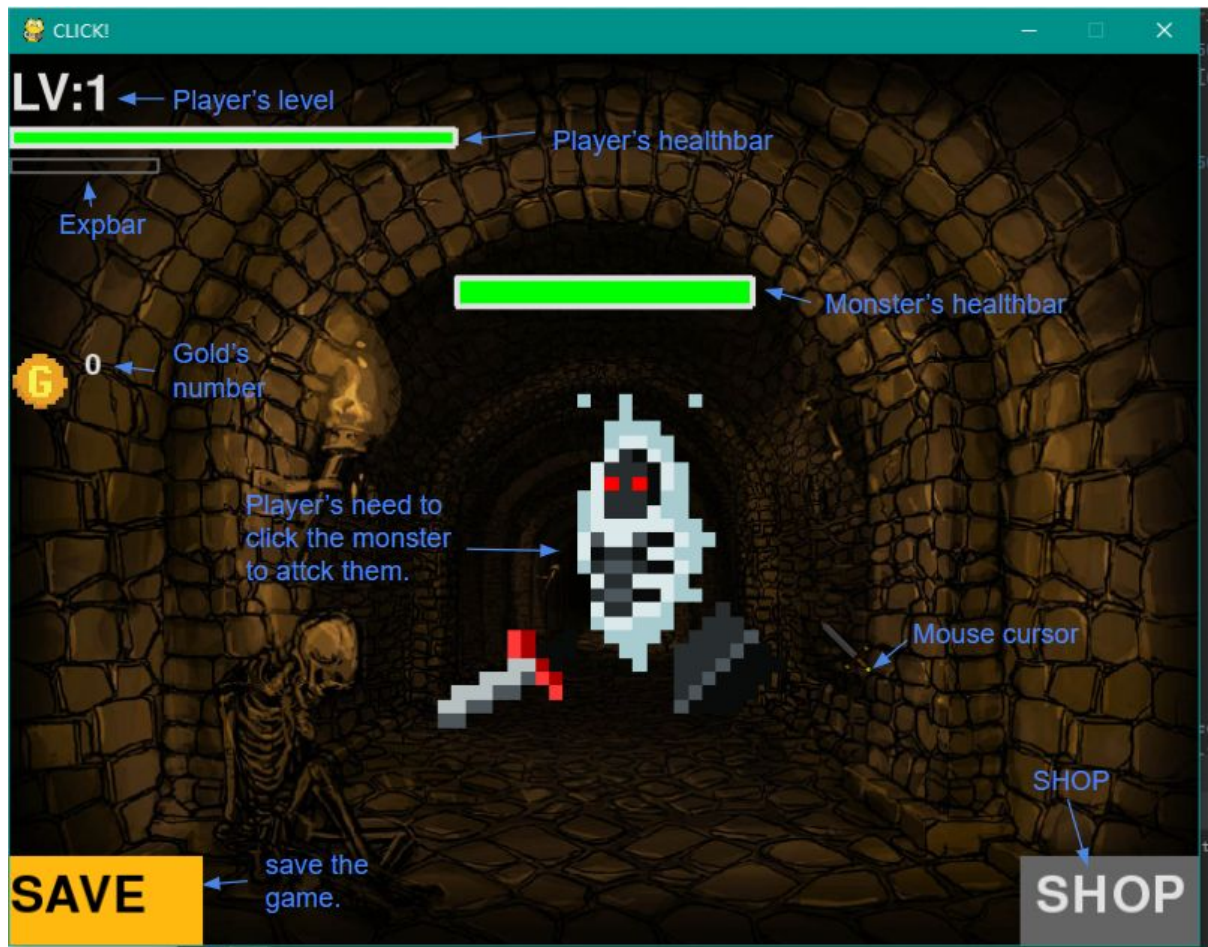


Click!

Culminating Project by james cai

How to play the game:

In the *Click!* the player need to click the monster on the screen to attack them. Every time the player kill the monster can gain some Exp and Gold, Gold can purchase the item and pay to the blacksmith help them kill the monster faster. Player need to kill the monster in 5 second unless they will attack by the monster and lose some health. The game also provide the save/load function that player can save their progress in the game. Player can press ESC to back to the last page.



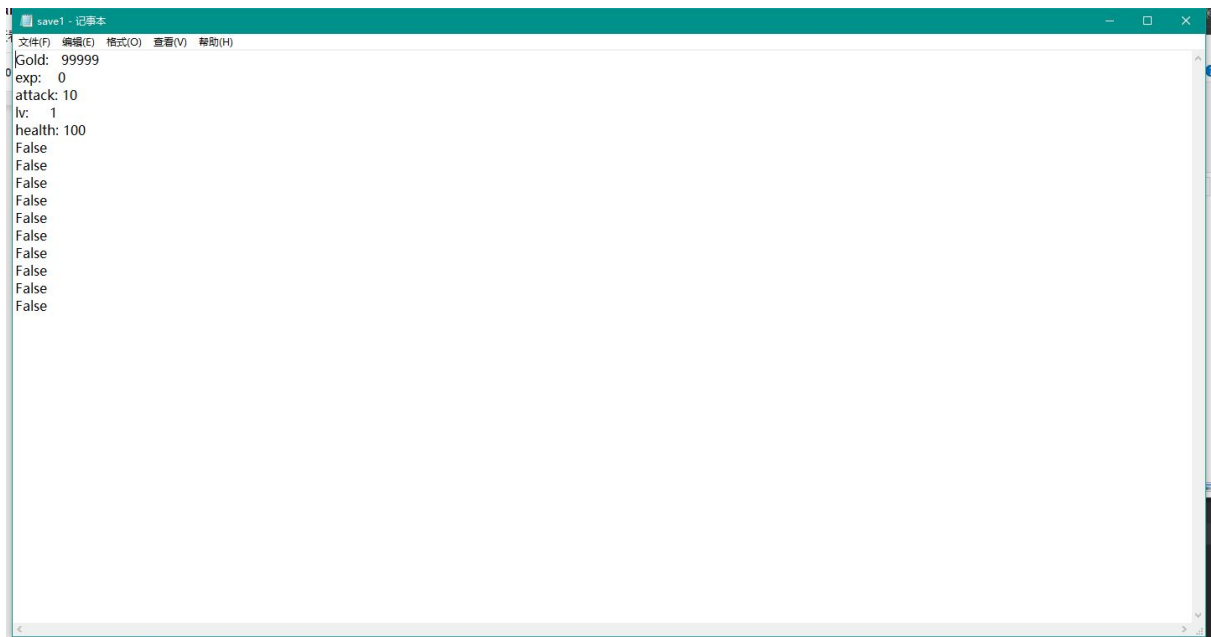
The player will become more skillful and meet stronger monster everytime they level up(The maximum of monster and player's damage will increase after player level up.)



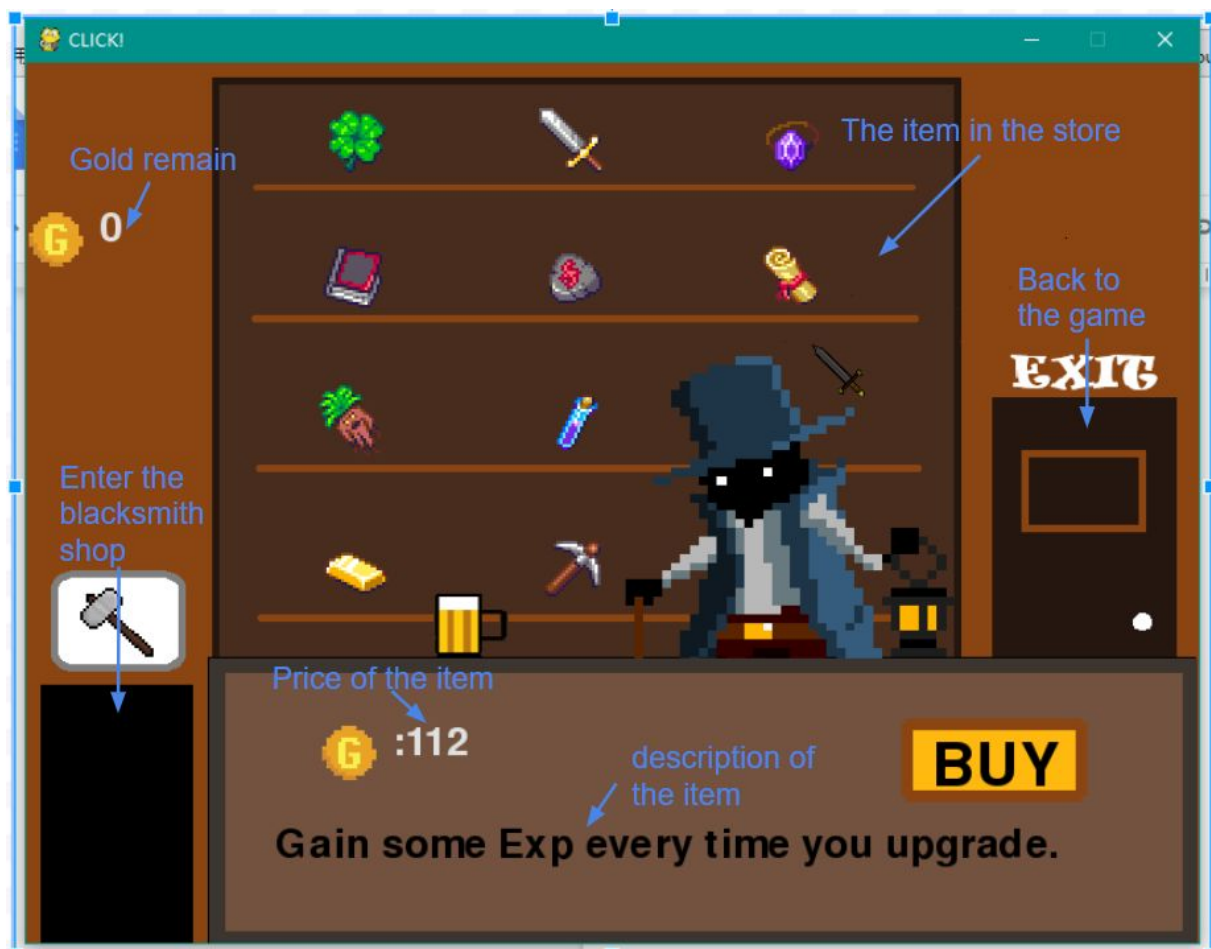
Start Menu



Load save in the load page.



Open saves in the text. (The each True/False represent a item in the game activating or not.)



The store page.



The Blacksmith shop page.

Limitations:

There are several limitations in my program:

1, The save file always save from save1.

The save function is always save from save1(save1, save2, save3...) and the Original content in the save file will be cover by the new one if player press the save.

2, The monster's health bar is not fill after player level up.

The maximum value of the health bar of the monster will increase every time after player level up, but once the maximum value of the health bar increase, the health is not fill of the health bar at the first time. the monster will have only the health that equal to the maximum health bar before it increase until the second monster appear.

3, The monster's maximum health cannot be save and load in the save function.

The monster's maximum health cannot be save and load in the save function which mean that the monster's maximum health will be reset every time player close and open the game, player have to kill many monster again to make the monster's maximum health back to the same level they play last time, and some player also can use this limitation to fight against the easy monster with high gold award. Because the gold number that player gain is depending on the player's level, and if player keep save and load, they can always fight with the monster which have only few health and easy to kill.

Reference

There are some clips that I used in the game.

1, <https://zelldweller.deviantart.com/art/Dark-Dungeon-Corridor-347788476>

background

2, <https://www.pinterest.ca/pin/724305552545972130/>

3, <https://www.pinterest.ca/pin/724305552545972114/>

4, <https://www.pinterest.ca/pin/724305552545972080/>

monster clips

5, <https://pixel-chest.deviantart.com/favourites/>

Items clips

6, <https://www.tumblr.com/search/artistic%20blacksmith>

The blacksmith clip