


# Click Rangers

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Introduction to Visual Media Programming(MAS2011-01)

SCORE: 1004 DIFFICULTY: 31  
G 15

DIFFICULTY: 31



100 / 150

Q LV 5(10) Radius: 10 G

W LV 3(5) Electric Shot: 20 G

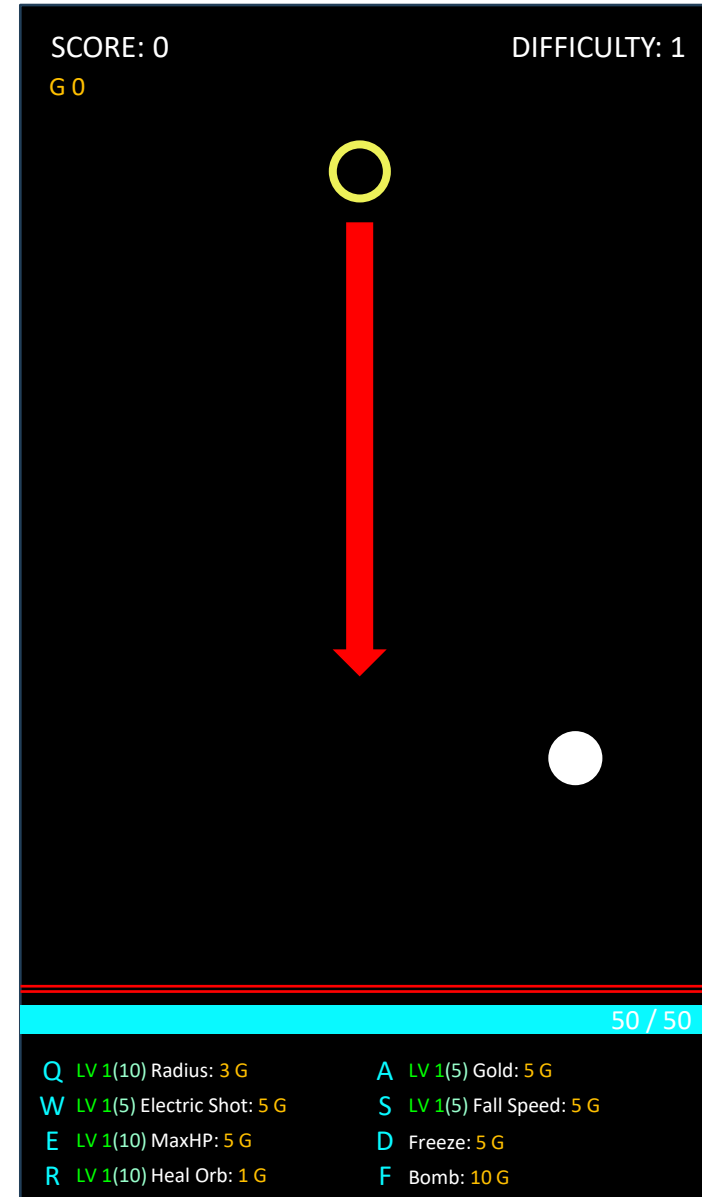
E LV 8(10) MaxHP: 10 G

R LV 1(10) Heal Orb: 1 G

## Upgrade Status

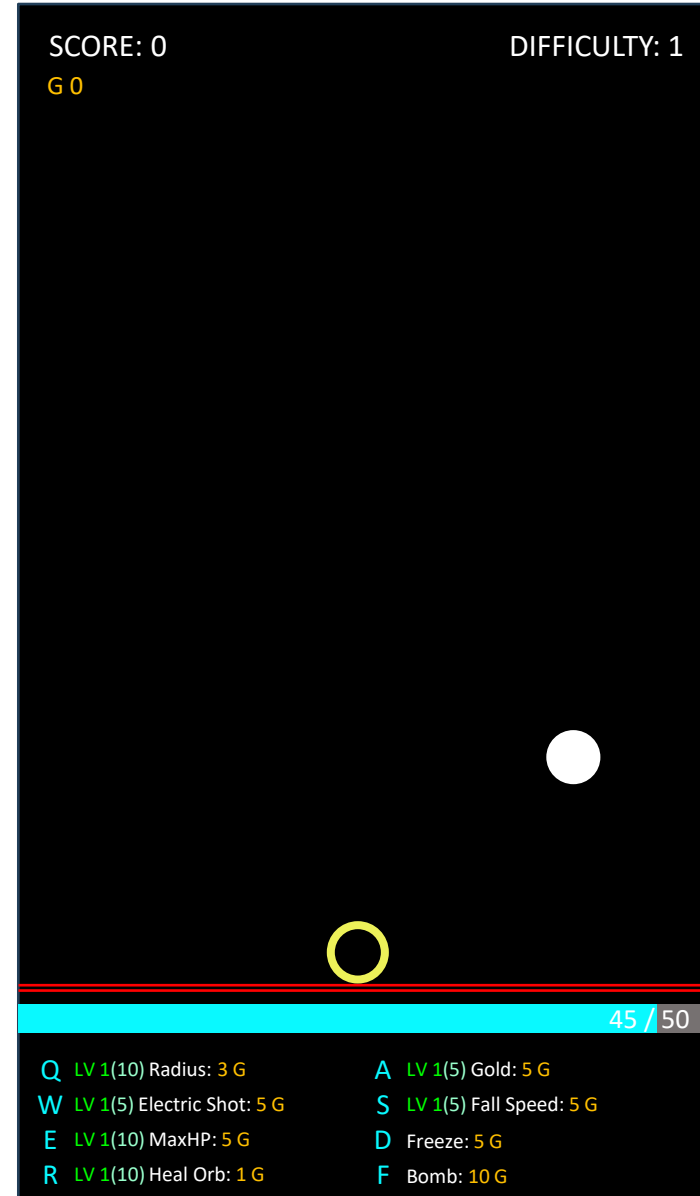
# How To Play

- Throughout the game, circles fall from the upper edge of the screen. Their initial position is random.



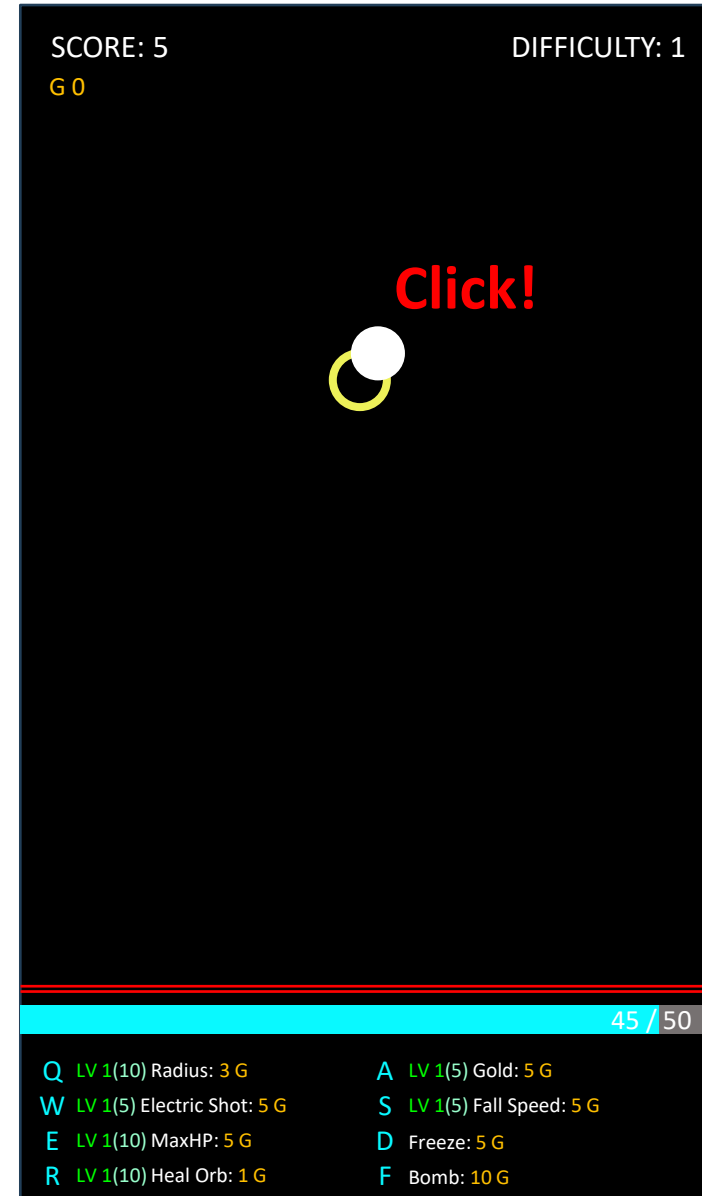
# How To Play

- When the circle reaches the bottom of the screen, it decreases Player's HP.
- The amount of HP decreases depend on the radius of the circle.
- The smaller the circle, more HP decreases.



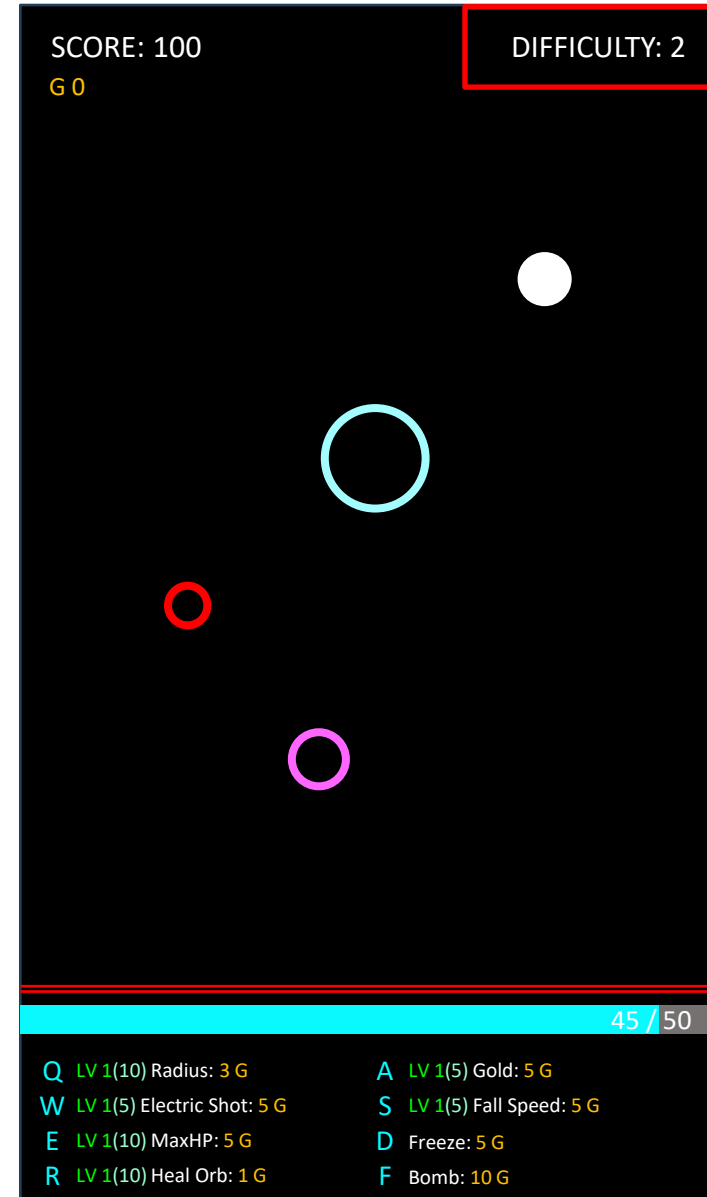
# How To Play

- Players can break those circles by clicking them before they reach the bottom.
- With successful click, player can get score. The smaller the circle, more points will player get.



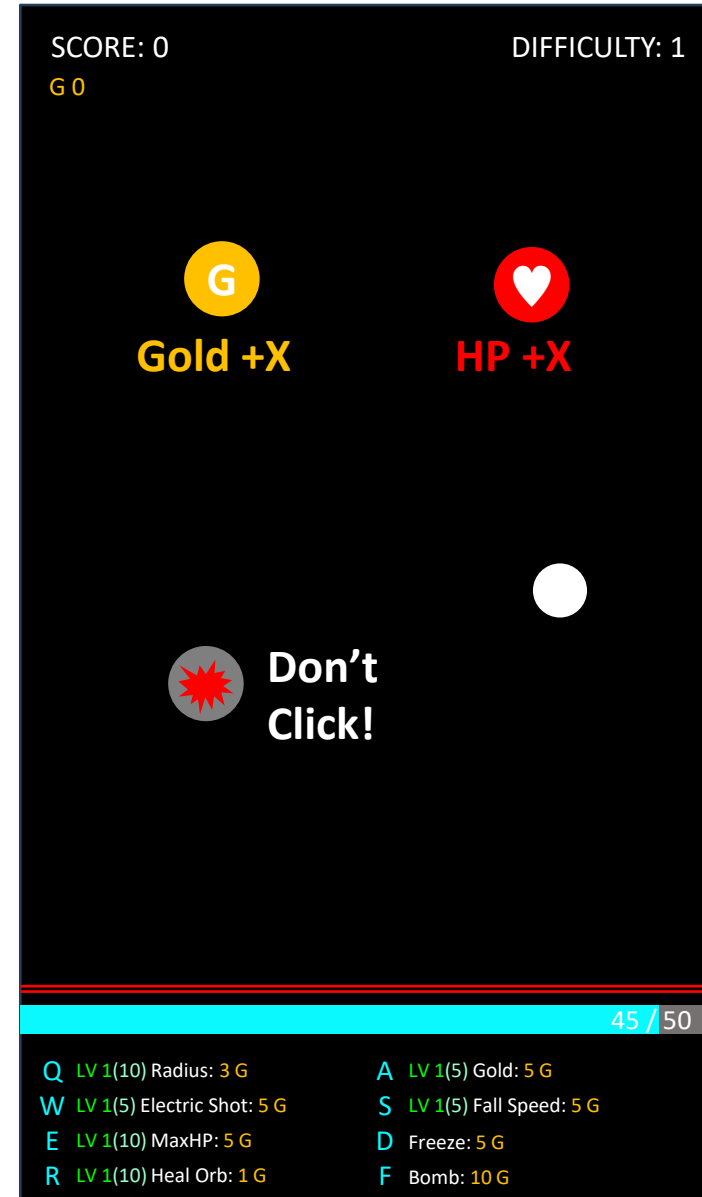
# How To Play

- Difficulty increases as the time passes.
- The falling speed of circles, and the cycle of circles generation depends on this difficulty.



# How To Play

- Sometimes, coins, HP Orb, and traps fall along with circles.
  - Clicking Gold increases player gold.
  - Clicking HP Orb recovers player HP.
  - Clicking Trap decreases player HP.



# How To Play

- With coins, players can upgrade several features. These features will be reset when starting a new game.
  - Radius: Increases user mouse pointer radius.
  - Electric Shot: Increases chance to break nearby circles together with one click.
  - MaxHP: Increases player max HP.
  - Heal Orb: Increases amount of HP recovered with HP Orb.
  - Gold: Increases amount of Gold player gets with Gold circle.
  - Fall Speed: Decreases the speed of falling circles.
  - Freeze: An item that can freeze the screen for several seconds.
  - Bomb: An item that can break all circles in the screen. It does not break gold, HP Orb, and trap.

