Drayton Pletcher

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Front-End Web Development  
Dr. Ravindra Muvva

Final Documentation

Grey Click is a minimalist clicker game that has a spooky element to it. Nothing too excessive, like loud sounds and that, but there are still elements of eeriness in the game. I drew all of the cutscenes up in an art application named Krita, and I made the JavaScript code myself. As suggested in class, I used some HTML and CSS coding from ChatGPT, but as the project went on, I went ahead and also added to the code myself.

One of the challenges I experienced was getting the buttons to line up correctly and having the main wrapper include said buttons. Eventually, after enough research, I found the “overflow: hidden” setting that would allow the buttons to be included. Another issue that I had to consider was how I wanted the animations to show up. I found that the async functions were what I was looking for, and then I came up with the idea of opening up and closing a div when the animations were ready to be displayed or to be closed.

Unfortunately, I was unable to fully implement the easter egg in the about menu and the save functionality in the gallery. However, I was still able to add a fun mini game within the about menu, and I added my art to the gallery to show it off in a less timed environment. I mostly decided to cut the save feature due to the fact that testing would be much easier and the experience would be less tedious if I just tuned down the numbers to reasonable degrees. In the future, it would probably be nice to add more functionality to the other pages, as the main site kind of steals the show.