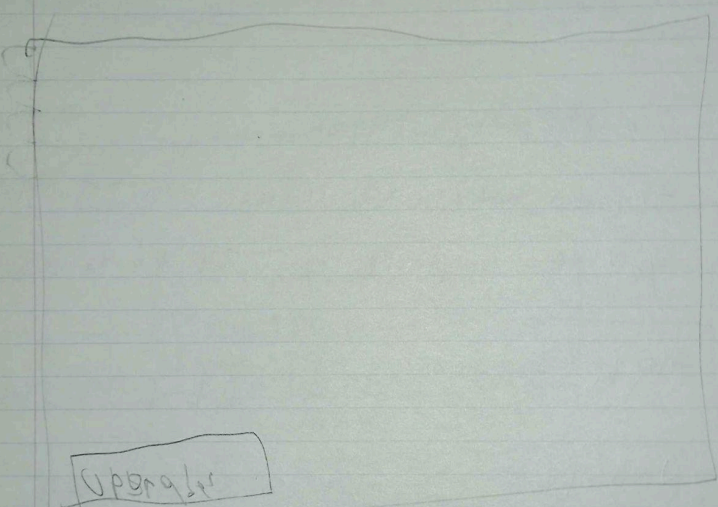


Project 3

Potentially a clicker / idle game  
like Houdle



Operator

I just need to figure out the  
main game loop

or i could do a house like  
easier to implement + concepts but harder

overall  
19+er

ice heater, not a heater

try to get it a little closer without it melting

You can increase ice size to 9.0m

make separate game and score screens

Upgrades: blower ip, blower brush



Back ground should be reorganized

as a floor, ~~improve~~

I'm not sure how though

through

I'll most likely do a repeating

pattern in, not sure what to go with though

randomize

red 160 - 190

green 100 - 120

blue 0 - 80

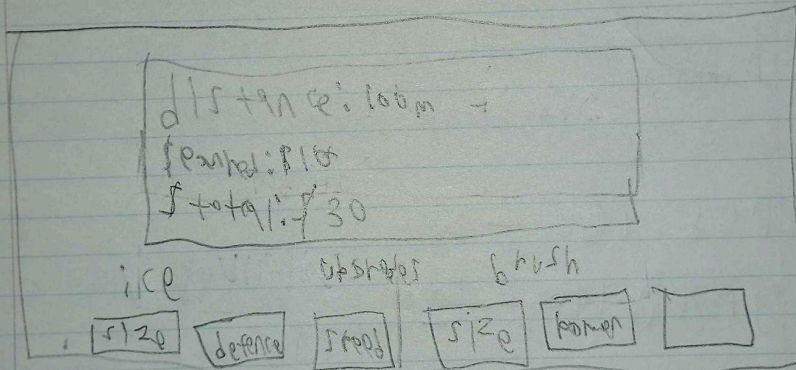
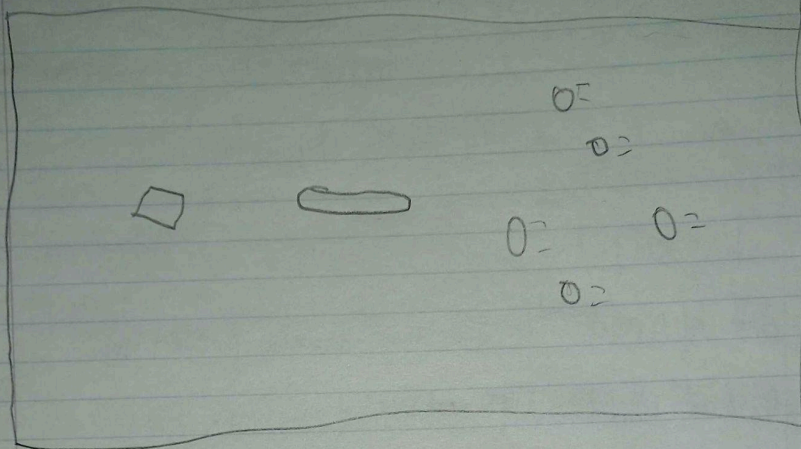
future via

rgb color picker.com

r 130 - 150

g 90 - 85

b 0 - 40





To do, score screen, for  
updates.

for score screen I should also be able to see

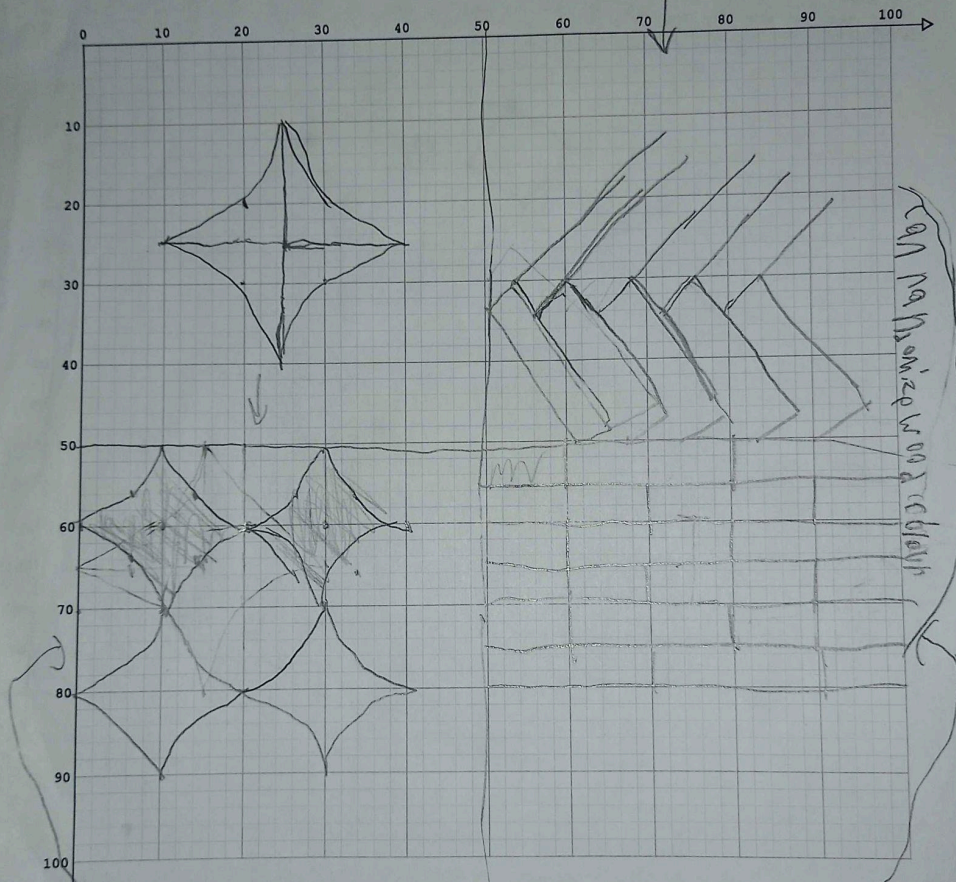
also in going to start adding comments  
saying 'don't forget!' so at the end

of the project, can search for it to make  
sure didn't forget anything.

1/2 game

Back Ground planning

very good but tough pattern



can normalize and clip

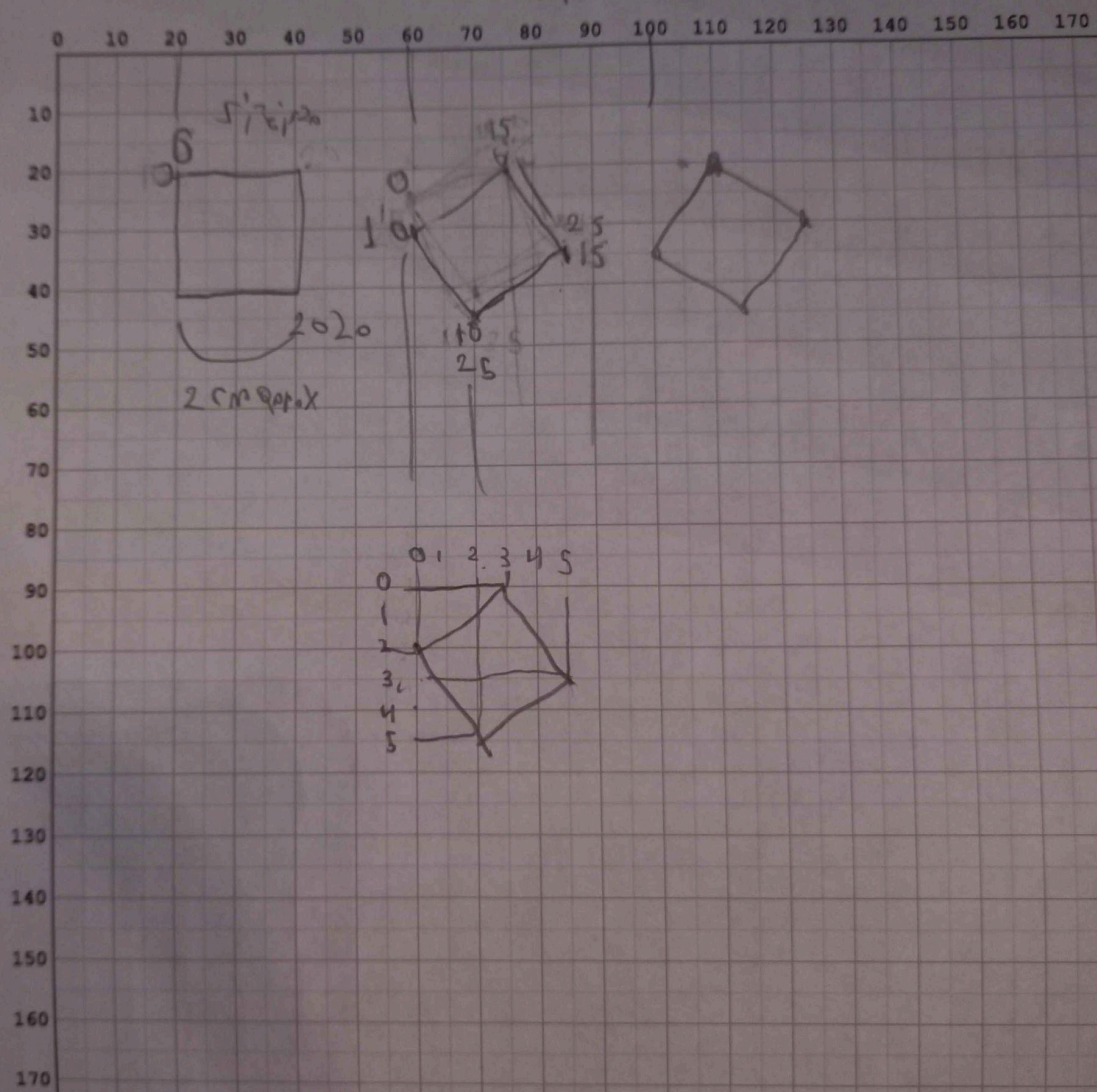
can work, could use  
fr is for it

easy and simple

Pixel Paper - 100 x 100  
Graph Paper for Screen Coordinates



# ice plans



500

5:20:00 (b)

Upgrade

Slightly K... ..

debris

Hand-drawn diagram on graph paper showing a sequence of shapes: a square, a circle, and a rectangle, with arrows indicating a flow. The diagram is labeled "Upgrade" and "debris".

The diagram includes the following elements:

- A vertical line on the left side of the grid.
- A box labeled "Upgrade" on the left side.
- A sequence of shapes: a square, a circle, and a rectangle, connected by arrows.
- The word "debris" written on the right side.

ice plants

Upgrade

Slightly K... ..

debris

ice plants

Upgrade

Slightly K... ..

debris

ice plants

Upgrade

Slightly K... ..

debris

ice plants

Upgrade

Slightly K... ..

debris



