



GidgetWorld

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Overview

The general theme of the game is a clicker, similar to cookie clicker if you are familiar. In GidgetWorld, you learn you are on a remote island with only a dirt mine and a suspicious hole in the ground to keep you company. Out of this hole spawns gidgets, who will help your mining abilities with the goal of escaping the planet with you.

Game Description

Objective -- Our game, GidgetWorld, is designed to be a clicker strategy game in which the player's final goal is to launch off in a rocket.

Gameplay -- In order to level up to the rocket, the player must spawn in gidgets, little creatures with randomized appearances, by clicking on the starter dirt mine in the middle of the island. Gradually the player will build up the state of the island they spawn on with structures like mines and warehouses with the help of their gidgets. The gidgets do work for you by increasing the amount of dirt per click you get from the starter mine. in order to gather the materials to build the rocket, with the goal of ultimately escaping the planet with your newfound friends and beating the game.

Controls -- The user interface involves clicking with a mouse or trackpad, and the WASD keys.

Assets Used

Images:

All of the images in our games were made by ourselves and the random algorithm created to make the gidgets, with the exception of the grass and water tiles.

Grass -

<https://www.aiophotoz.com/photos/pixel-art-grass-pixel-art-landscape-pixel-art-pixel-art-tutorial.html>

Water - <https://www.pinterest.com/pin/1006554585437479983/>

Resource textures:

Dirt block, gadget icon, ingot, oil, ore, plus, stone block

Game Textures:

Start scene, grass, water, gadget hole, dirt mine, sign, land for sale, materials board, property menu, big dirt mine, big dirt mine lvl 2, stone mine, stone mine lvl 2, metal mine, smelter, oil, storage, storage lvl 2, rocket, rocket price pad, win screen

Sound files:

CantAfford.mp3 - <https://pixabay.com>

DirtClick.mp3 - <https://pixabay.com>

LaunchSequence.mp3 - <https://pixabay.com>

RocketLaunch.mp3 - <https://pixabay.com>

ShopClick.mp3 - <https://pixabay.com>

themeMusic.mp3 - <https://pixabay.com>

User Menu

Once launching the game, a quick guide comes up in order to briefly teach the user the object of the game. Once clicking the X in the top right, the game officially starts. The movement of the screen is determined by the WASD keys, and by clicking you can select which plot of land you want to have selected.

Roles and Responsibilities of Each Team Member

| | Bowen | Caya |
|---------------|-------|------|
| Concept | R | R |
| Programming | R | A |
| Art | A | R |
| Layout | R | C |
| Documentation | C | R |
| Testing | R | A |
| Music | R | C |