

Resources

- Adventure Capitalist (<https://hyperhippo.com/games/adventure-capitalist/>)
 - What makes our game stand out compared to other games is that we incorporate 2 subgenres of the game into one, which will utilize split canvas display to make it happen, and that it is a time-trial leaderboard that records how fast a player can reach a set monetary goal, which other games usually don't have, as they are designed to be endless.
- Cookie Clickers (<http://orteil.dashnet.org/cookieclicker/>)
 - The game won't just be a cookie clicker that requires endless monotonous clicking, but more akin to starting a timer for a task to be able to actually generate revenue.
- Helal Anwar (<https://github.com/Hilal-Anwar/WatchAndTimer/tree/master>)
 - Use of the watch() function for our time thread for updates every second. The rest of the code is different, and has been modified for our game.