

LBYCPEI Aquaman Final Project Proposal

Entrepreneur Simulator

LBYCPEI - EQ3

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I. Introduction/Description

Entrepreneur Simulator is a simple Java application akin to the famous Cookie Clicker game series, it teaches users to reinvest their money for continued and sustainable economic growth. It allows users to "work" (click) for money and reinvest that money into different investments that can grow overtime (investment profits/revenue). It features two ways to earn money, one for the shop and passive income (investment), and the other for active income ("work" - clicking). The goal of the game is to raise a certain amount of cash as fast as possible. The time it takes to get to that amount will be recorded and be registered in the local leaderboard after the user inputs their desired username.

II. Methodology

- Menus (Major Phase)
 - The developers will start by coding menu option displays, preparing to code for the interactions with the menu objects
- Graphic Interface (Major)
 - The developers will develop the User Interface (UI) of the game that will display the relevant statistics of the player (money, time passed, etc.)
- Game Design (Major)
 - The developers will code in the mechanics and functions used in the game, and tie them to the menu and user interface implemented in the earlier phases
 - Rules:
 - Earn money by starting tasks
 - Use earned money to invest and expand to other businesses and earn more money faster
 - Hire managers along the way to automate certain tasks
 - Reach a certain amount of money in the shortest time possible

- Additional Features:
 - The Investment Shop
 - Clicking
 - Local Save
 - More to come
- Debugging (Minor)
 - Fixing up the code for any issues to ensure that it works as intended

III. Deliverables

TASK TITLE	TASK OWNER	START DATE	DUE DATE	WEEK 8							WEEK 9							WEEK 10							WEEK 11							WEEK 12							WEEK 13																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																				
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https://docs.google.com/spreadsheets/d/17H_otvwzjWcRw6Mdwsh87aL_VX2fXjDSWMFIZxl42z4/edit#gid=1115838130

TBA:

- IPO
- PUML
- Flowchart

IV. Evaluation

The program will be evaluated by how effectively the program runs the game, making sure that the values are accurate with no logic errors, and that the program can recognize when the player reaches the end goal. The

program can be further tested via peer-review for an objective, outside the box evaluation.

V. Conclusion

This game aims to be able to have a rough visualization on what an entrepreneur can reach when they reach their full potential, alongside how much work it theoretically takes to reach that point, allowing them to hopefully understand the effort of current-day entrepreneurs and know whether or not they want to pursue this path.

VI. References

- 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
 - 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.