Team Name: Clickers Anonymous

Members:

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Description:

We have decided to make an incremental gaming website application that allows users to click to increment the number of resources they have. After the user clicks a certain amount, they will be able to "purchase" upgrades with the resources they have gathered. These upgrades will make it so that the resources increment on their own over time. We plan to make the game centered around the idea of creating a civilization. The player will start with a single person harvesting food, once there's enough food the player can get more people and wood to make homes. From there, the population and culture will grow, adding types of jobs for the people and types of buildings and technologies. If you would like to see examples of this type of game in action, go to these links:

http://bloodrizer.ru/games/kittens/#
http://orteil.dashnet.org/cookieclicker/

The main purpose of the product we have decided to create this semester is to provide entertainment and give our users a sense of achievement. This seems rather simple on the surface, but entertainment is one of the most salient reasons to create software considering that a vast majority of people, if not all, require some form of entertainment. As college students in particular, it is difficult to find time to indulge in most forms of entertainment, such as time consuming video games or movies. For this reason and many others, we connected to the idea of a simple incremental gaming experience that allows users to invest their attention for short periods of time and let it run in the background. This way, users can put in minimal effort while still seeing satisfying and entertaining results.

This product also contains aspects of strategy and critical thinking. This can be seen in the fact that in order to do well in the game, users have to think through a strategy and method of optimizing the clicking, getting the most achievements, and moving toward the kind of progression that they personally think is the most meaningful. Having the flexibility of choosing which resources to invest in can create a very personalized experience for everyone who plays while still keeping the actual gameplay very simple.

Vision statement:

Deliver a reliable and fun incremental gaming experience for users looking for entertainment and achievement.

Motivation:

We have all experimented with incremental gaming websites and we think that this kind of platform is a very effective mode of entertainment that can provide stress release and sense of achievement.

Risk:
Lack of experience overall, specifically in the database side of the production. We all have general experience from classes and a few of us have experience outside of classes but we all are not as skilled in the tools we need to use as we would like to be before starting this project.

Risk mitigation plan:
Our initial plan is to keep the project simple in the beginning and add complexity as we go to minimize the risk and learn as we move forward. We plan to start learning mySQL as soon as possible so that we can fill in whatever gaps quickly and not get stuck early on. If we can manage the progression of the project well, then we can succeed and deliver a product that we can be proud of.

Version Control:
We will be using GitHub as our method of version control.

Development Method:
We will be using Agile as much as possible, reverting to Waterfall if absolutely necessary down the line.

Collaboration Tool:
We have been and will being using Slack throughout the project this semester.

Proposed Architecture:
We will be using HTML5 and CSS3 for our frontend development. We will be learning how to use mySQL so that we can use it for our backend development. We will be using nodeJS to link the two together.