CS353 Project

CombatClicker.io
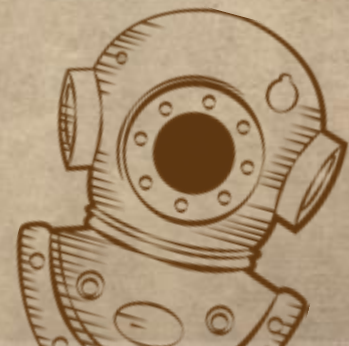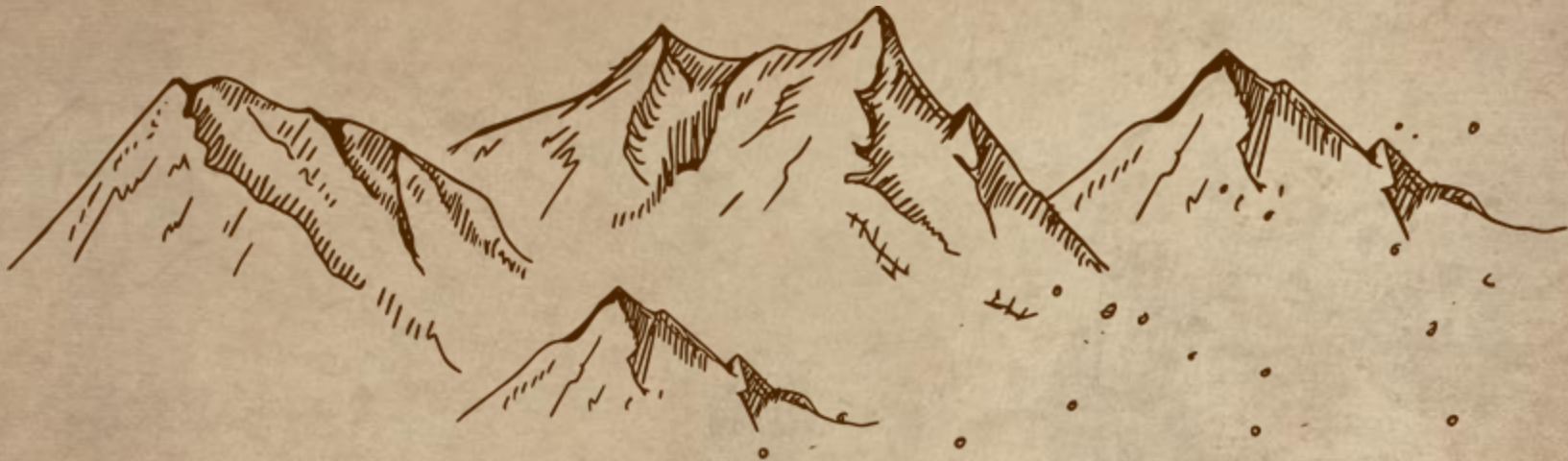
Team 8

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What is CombatClicker.io?

CombatClicker is a browser game that consists of two main features: Combat and Clicking. A player selects two positions to attack, followed by two positions to defend. Each round a player/computer takes damage if he did not defend the correct positions. The first character to reach 0 life loses.

Future Development of CombatClicker.io

01

MULTIPLAYER GAME

Implementing a working multiplayer functionality where 2 players combat each other, either through network or local connections.

02

ADVENTURE CAMPAIGN

Adding a single player campaign where a player battles various enemies and bosses while progressing through the story.

03

CHARACTER PROGRESSION

Enabling character progression, in a form of health points, damage numbers and other player stats.
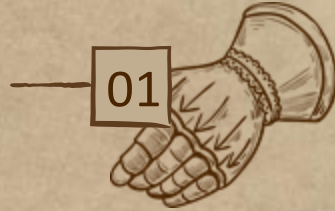
04

LOOT SYSTEM

Implementing a loot system, where a player can find an item after slaying his enemy. Items provide player stats such as damage resistance.

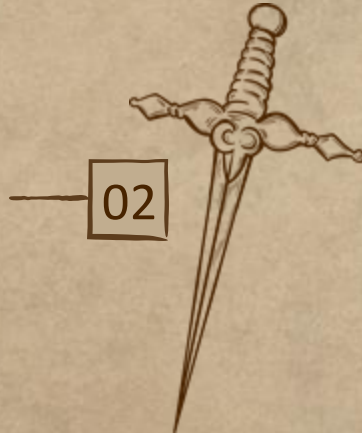# A couple of items from the future loot system

Gloves

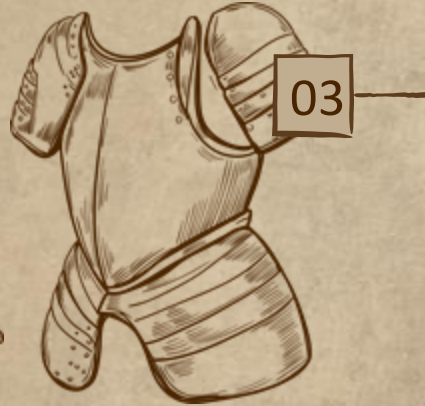Enables the player to attack 3 positions instead of 2

01

Poison Dagger

Enables the player to deal damage over time in between rounds

02

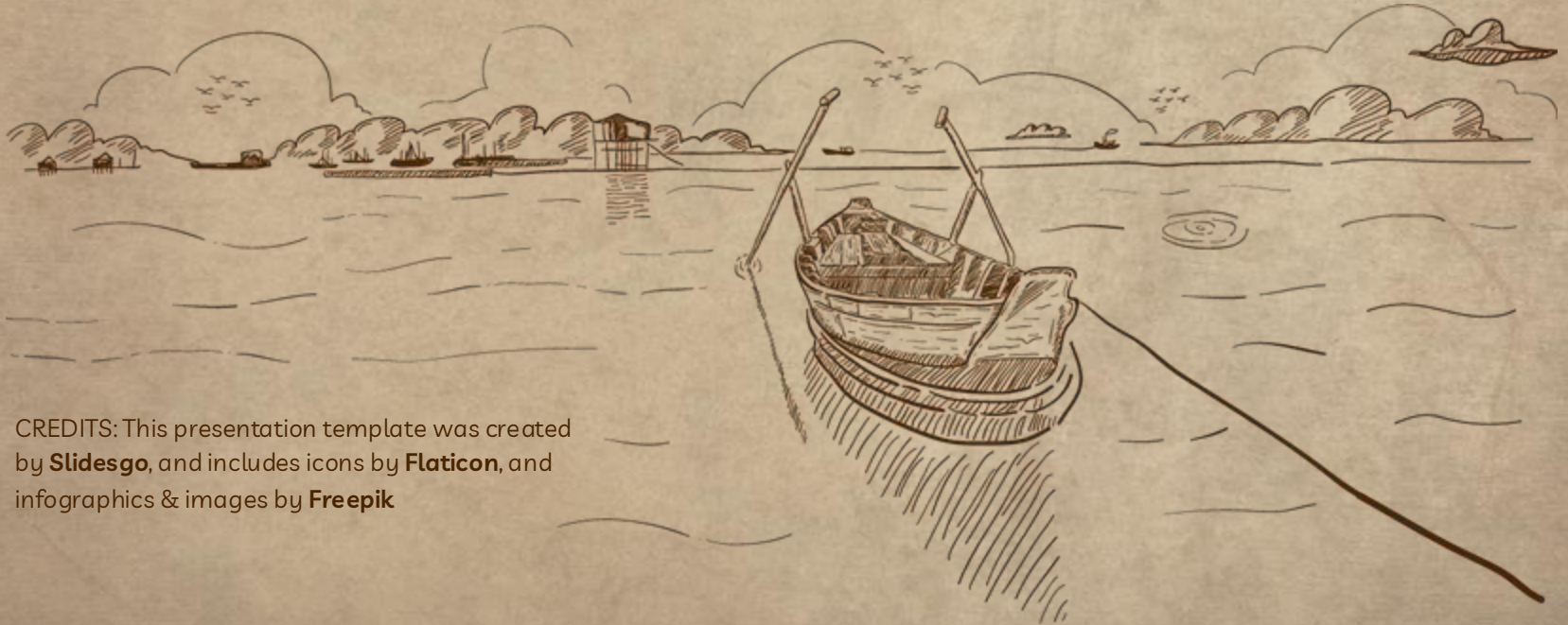**Body Armor**

Provides 20% damage resistance to body and waist

03

Boots

Enables the player to have a 25% chance to dodge attacks if not blocked

04

THANK YOU!