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## Clicker

The game we made by GUI toolbox on C# language which is called Clicker. The project will be named clicker and is a game based off of user interaction with buttons and their color property. It will be a game consisting of two or more game modes, which utilize the random class to randomize button positions and button color to create an unpredictable game environment in which the user clicks on buttons. The game plays by move and click mouse that is how its name come from. We must use the button to create many different small games by using different code and loop to make them become various and interesting games.



Figure1

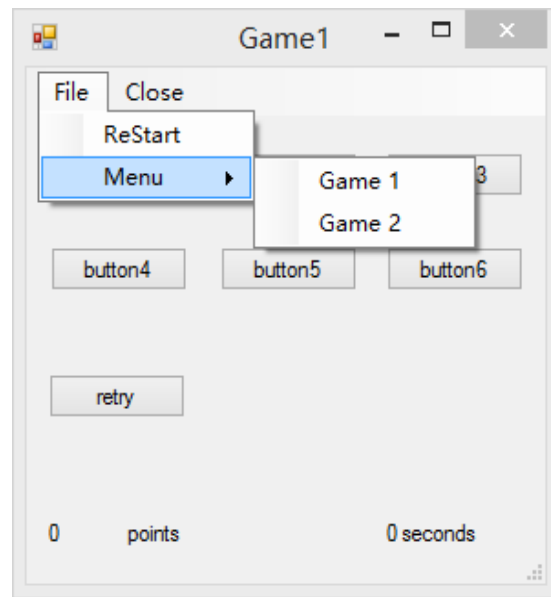


Figure2

There are many games merge by menu window. In the main window, you can select some small games, which we offer in main page. When you select and click one of game button, then menu window will automatically turn to the game window which game you selected. The figure1 show the menu window look like.

In each window, it has same menu bar on the top. There are two menus that are file and close. It shows menu bar on figure2 above. You can close and exit directly window and game by the close button on menu bar which is on the top of window. There are two buttons under the file button. The file button contain restart and menu button. The restart button can bring you to menu window. The menu button under the file offer buttons of all of game' name. These game buttons have same function with game button which show on menu window (Show on Figure1 above). It can help you go other game window directly if you are in the game window. It is convenience for going back to menu window to select other game.

Figure 3

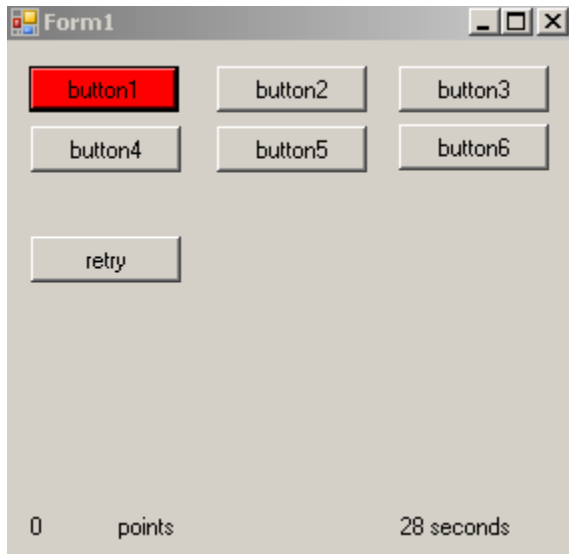


Figure 4

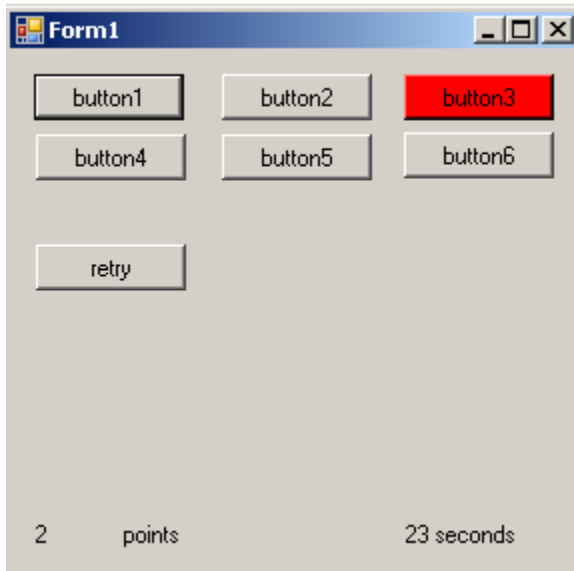
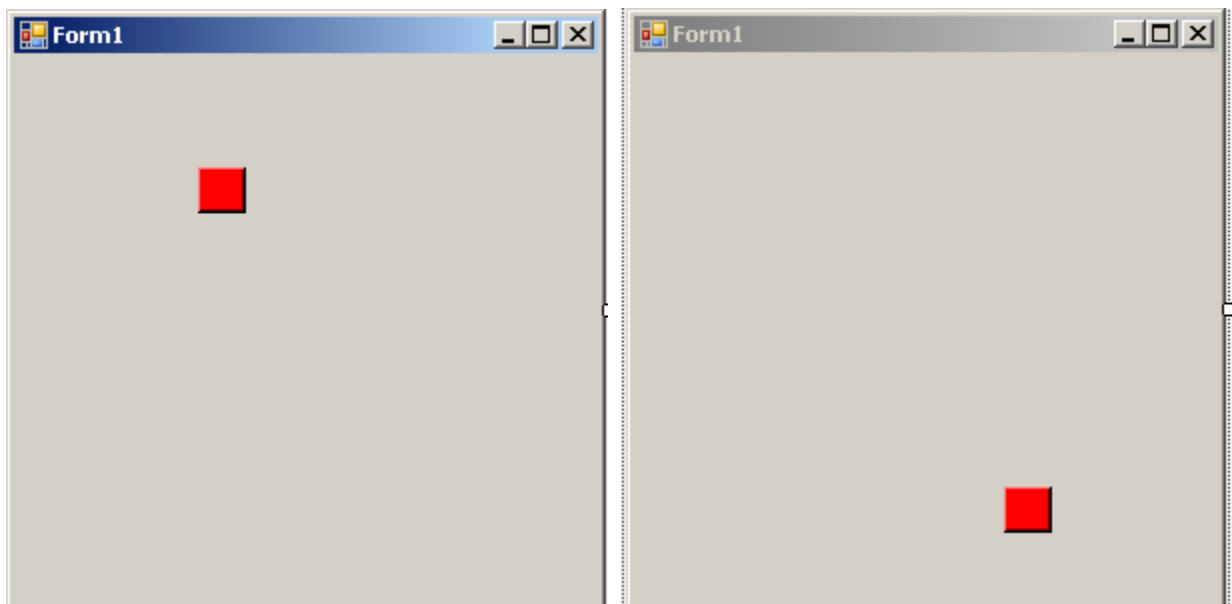
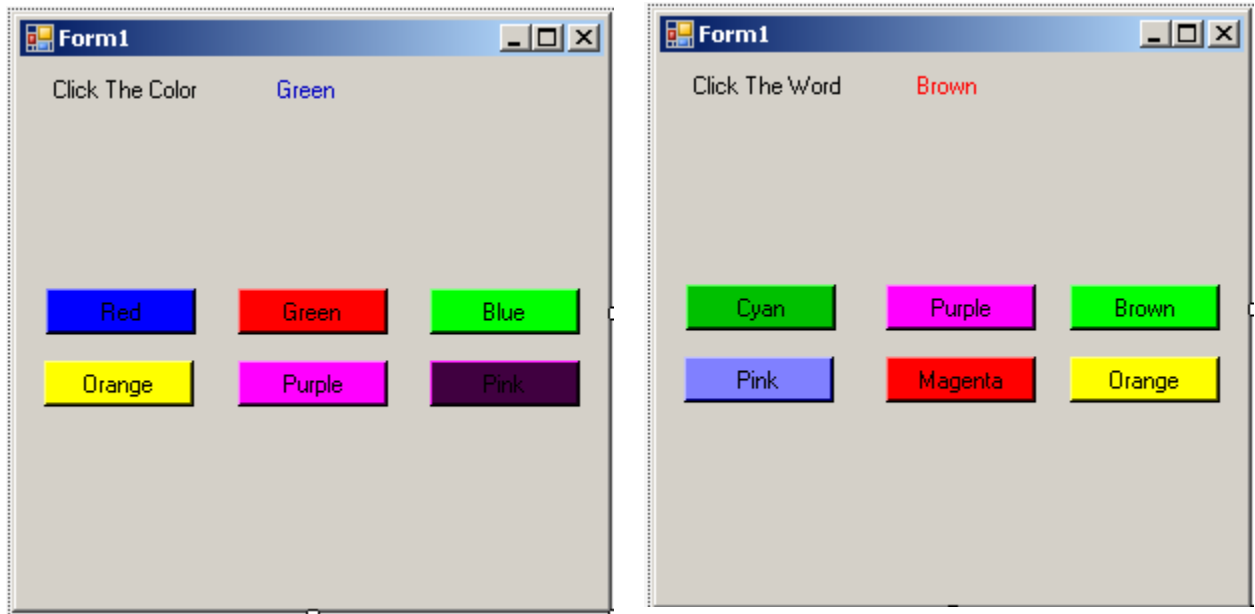


Figure 3 shows an example of game 1. The user will have 30 seconds to complete the task of clicking buttons that randomly turn red with the intention of attaining as many points possible until the time limit is up.

The game 2 mode within Clicker will be similar to the first in which the objective remains the same, clicking on the button when it is red. Only this time the random class will determine the location property of the button requiring the user to move their mouse to the next random location the button appears.



There is a game 3 modes, including one that tests the user's ability to distinguish between a color and a word.



Again, the objective remains the same, to accrue as many points as possible within the time limit, clicking the wrong button amounts to losing points. This will utilize the random class to aid in choosing from the list of words as well as randomizing the button color and the word on each button.

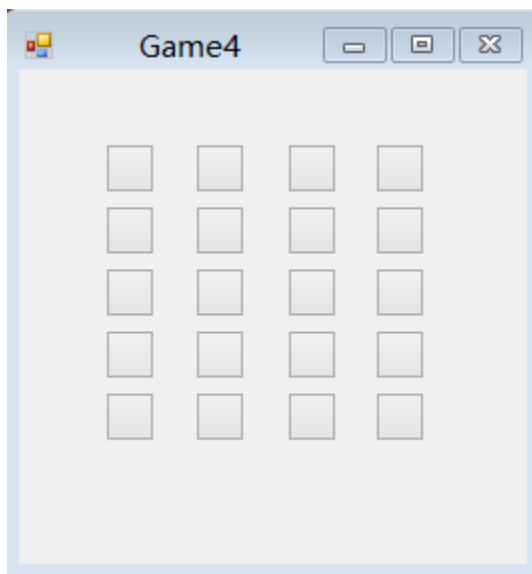


Figure5



Figure6

Figure5 show the game 4 model look like. There is 20 buttons on the window. Each button will be random number from 0 to 9 when you start the game. It will have two buttons have same number. It will give you 5 second to memorize each number and its position. Figure6 is an example of the game look like if you start the game within 5 second. After 5 second, then the number will disappear. You have to find the pair of the number and its position. When you select one button it will show its number then you have to click other number same with you click before. If two numbers doesn't match, you will lose point. If you find the number match, then you will get point.

We are still tries to make more game and add it into menu window. There is no limit of number of game. When we have more or new idea, we will make it work, then add into clicker. The clicker is going to more abundant and interesting. The idea of Clicker is simple and tests the reaction speed of the player, however so far the ideas already presented are simplistic and have limited complexity to them, more complex game modes may be added in the future which require more complex algorithms to program and possibly 3d.