

# Purple cookie clicker

This pygame project is almost a direct clone of orteil's "Cookie clicker" released in 2013, with some altering factors. It falls under the "idle" genre, meaning that ultimately the goal is to make a number exponentially increase in size. In theory they often sound pointless and boring, and while partially true, many can agree that they are quite satisfying. Typically they are played while doing something else, left on in the background only to be checked every 10-20 minutes. Better designed games often provide a significant feeling of progression, allowing a player to work on the same save state for many years.

This interpretation is not nearly as lengthy, or expansively designed as many other idle games, but demonstrates the initial appeal, along with object oriented design in python.

## How to play:

Instructions are shockingly simple, just "click" on the cookie on screen. As you click, your amount of cookies will increase only by one. After 15 clicks, you can purchase your first "upgrade", the cursor.

Upgrades will add cookies to your bank even while idle. They are the most valuable asset to success, and should be heavily invested in.

Near the bottom, you can see "cookies/second", this is how many cookies you are producing every second. Obviously increasing this number is the end goal of the game. In this interpretation I view getting to the last upgrade being the "winning condition", but it's up to the player in how they define success.

This version does differ in one major way from traditional idles, and that's in the "time\_scale" feature. This number represents the nth power cps is being taken to. Typically, it would be 1. This is the "intended" way to play and provides the normal rate of progression. One major complaint of clicker games is their time commitments, this feature allows for the game to be beat in only 30 seconds. Changing the number will increase the power of all newly bought upgrades, along with previous ones to exponentially

increase your cookie production. Once again, it is up to the player to decide how they want to play, but It is sometimes fun to disrupt a game's intentional progression.