
Cauldron Clicker Concept

*A concept game by Milosz
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A witch in a dark, magical laboratory. The scene is dimly lit with blue and green magical light emanating from a glowing pentagram on the wall. The witch is wearing a dark, flowing robe and a pointed hat. She is standing in a room filled with various magical ingredients, bottles, and books. The overall atmosphere is mysterious and arcane.

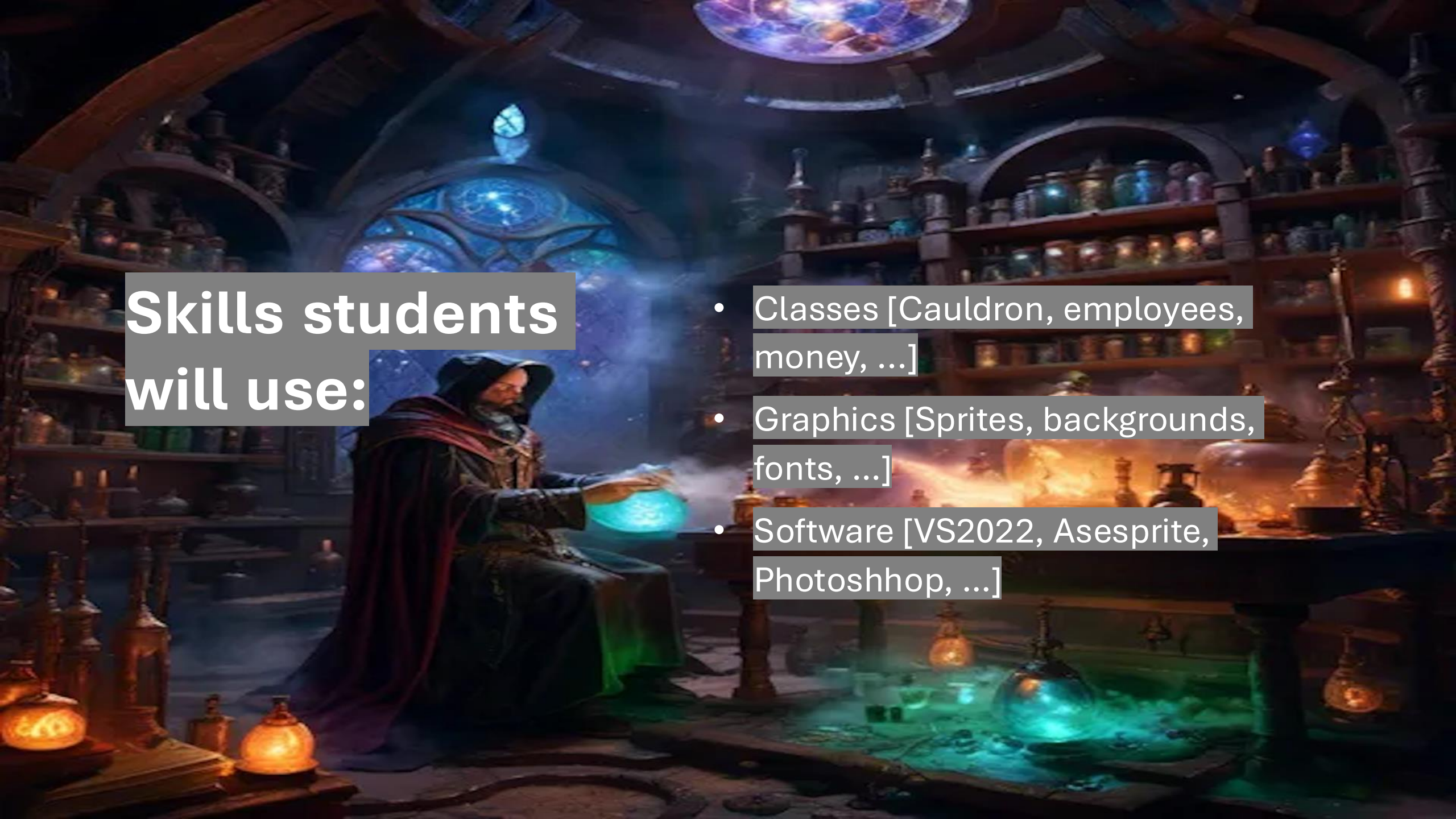
Background:

- The game takes place in an alternate reality where witches and wizards, mages and sorcerers, as well as magical beasts and creatures exists. Many of these individuals and beings use potions and brews health, ability recovery, cures, and more.
- The player plays as a managerial Witch/Wizard in a Potion Brewery. They must manage employees and produce as much potions as possible.



Pillars:

- On-screen item interaction 60%
Interact with the cauldron to produce more potions to sell.
- Employee/shop upgrades 25%
Purchase new upgrades for your employees or shop to improve how fast you can produce potions.
- Hiring employees 15%
Manage your employees by hiring those with desirable traits, and firing those without any.



Skills students will use:

- Classes [Cauldron, employees, money, ...]
- Graphics [Sprites, backgrounds, fonts, ...]
- Software [VS2022, Asesprite, Photoshop, ...]



Elements:

Visual Assets:

Use Photoshop or Aseprite to create sprites for cauldron, upgrades and background.

Menu System:

Use a Spellbook at the bottom of the screen for menu to hire employees, purchase upgrades and keep track of money.

Gameplay:

Clicking, management, randomized pricing.