Plausible Organization (Brian Maher, Erik Law, Emily Ogura)

9/10 B

Final Project Description

Cake Clicker

Cake Clicker was inspired by the amazing games of Cookie Clicker and Civilization. In this game, you are trying to take over the world using cake as currency. Within the game there are three modes: campaign mode, free play, and cake conquest. In campaign mode, you are trying to take over the world with your armies. In free play mode, you try to get as many cookies as possible.

In the game, the green tiles on the display represent land. On the green tiles, you can have cities, bakeries, bakery complexes, dark matter expanders, cursor farms, and even witchcraft. The featured buildings and combat units include soccer moms, soccer mom cavalries, famers, and rockets. The soccer moms have a high offense, but very low mobility. On the other hand, the soccer mom cavalries have a medium offense, but have high mobility. The farmers have a high defense and good range. Finally, the rockets have a high range and they are also endgame units. The target audience of our game is thirteen to seventeen year olds with too much free time. We are looking for people who enjoy simple yet interesting games.

Roles:

Project Manager – Emily Ogura

Code Monkey – Brian Maher

Bug Testers – Erik Law & Emily Ogura

UI Person – Brian Maher

Graphic Designer – Erik Law