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. This game is a two-player game. Player 1’s initial location is the top left corner and Player 2’s initial location is the bottom right corner. Clicking the cake allows the current player to receive initial currency. After enough currency is earned, the player can purchase a unit for a tile. The unit can then be moved to any permitted location. In addition to units, tiles can also contain buildings. These buildings will increase the player’s cake count. However, a building can only be placed on the current player’s tile, which will be shaded. The current player may also capture any enemy land, buildings, and cities. Only one building is allowed per tile, and this rule also applies to units. The player who captures all enemy land wins the game. There are several buttons on the game screen, such as an end turn button and a pause button. The players may also pause the game by pressing the “p” key. Instructions for the game may be read through pressing the button on the start screen called “RULES AND INSTRUCTIONS”.

In the game, the green tiles on the display represent land. On the green tiles, you can have cities, bakeries, space machines, and even witchcraft. The initial costs are 500 for a city, 250 for a bakery, 4,00 for a space machine, and 100,000 for witchcraft. The costs will go up as the player purchases more buildings. The units you can have on tiles are soccer moms, soccer mom cavalries, famers, and rockets. The initial costs are 50 for a soccer mom, 150 for a soccer mom cavalry, 500 for a farmer, and 40,000 for a rocket. The costs will increase after the player purchases their initial unit. 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