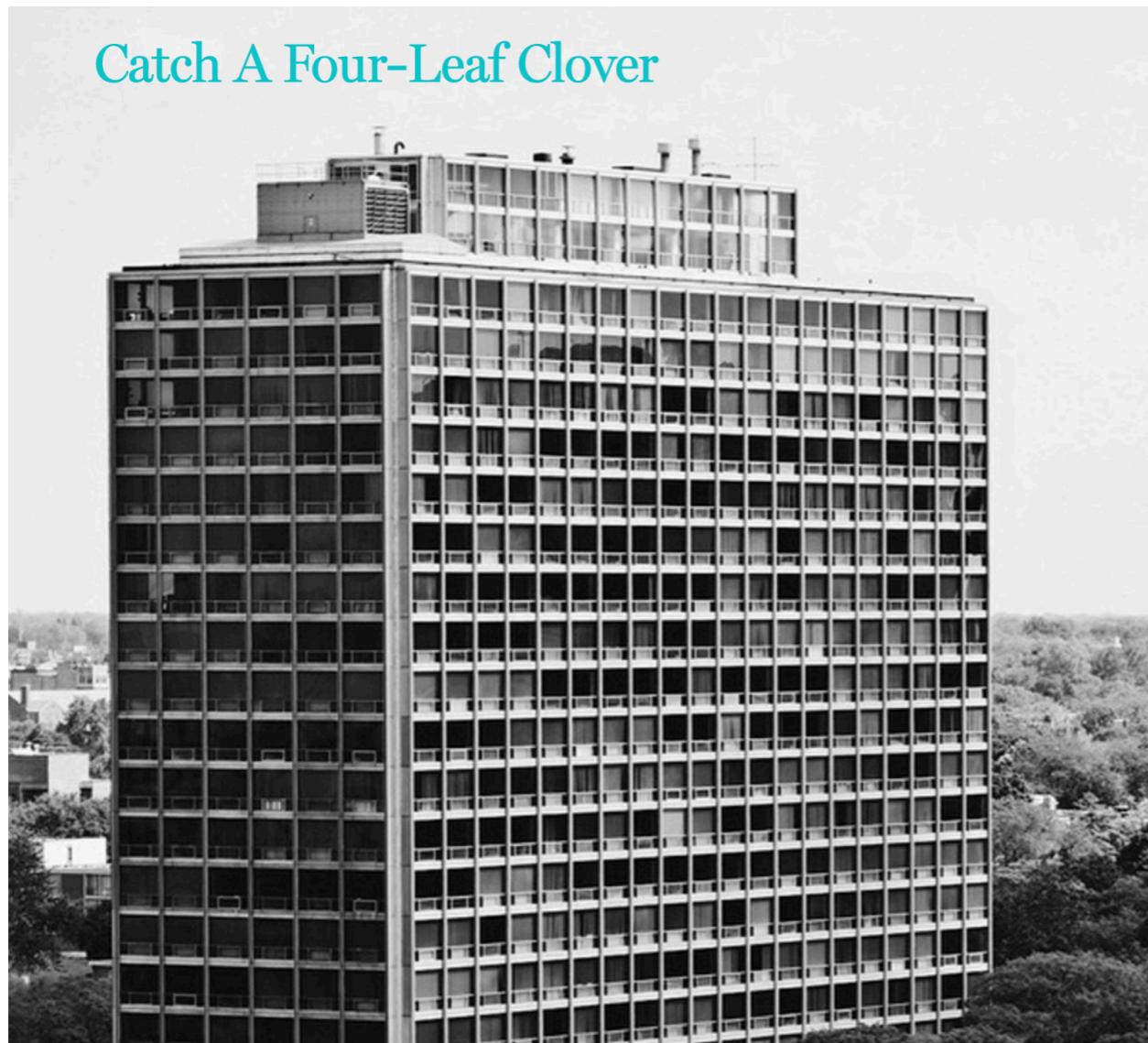
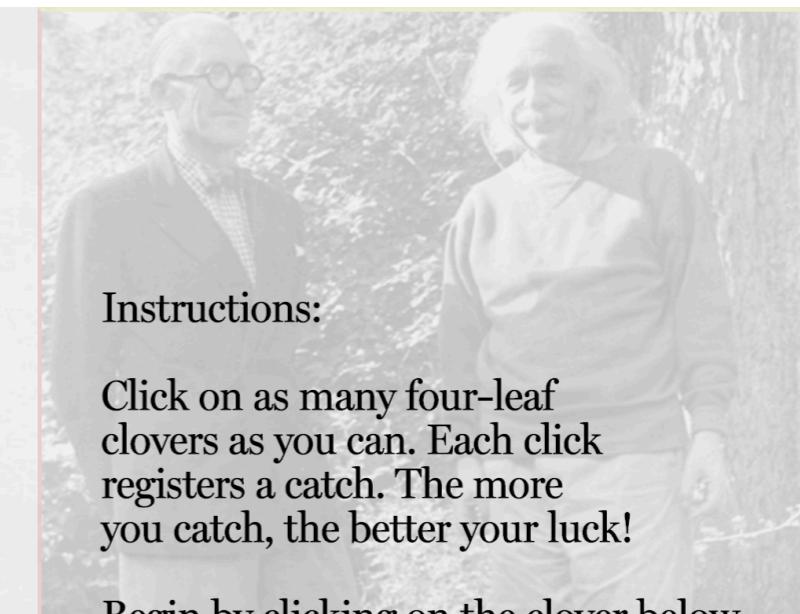


CATCH A FOUR-LEAF CLOVER...

Catch A Four-Leaf Clover





Instructions:

Click on as many four-leaf clovers as you can. Each click registers a catch. The more you catch, the better your luck!

Begin by clicking on the clover below.



What is the game?

CATCH A FOUR-LEAF CLOVER is the name of the game. Gameplay is pretty straightforward; there are various particles (snow, rain, different leaves) being stirred by the wind. Goal is to find four-leaf clovers amongst them and gather them (using mousepad to control one's movement and mouseclick to catch them and add +1 to your score). The more clovers you catch, the greater your luck and the higher your score. There will be a 60 sec duration for how many clovers one can find. A highest_scores (think arcade-style) will always be present at end to make you want to challenge previous best-doers. Because of my deep-rooted love for architecture, I will use various background images and maybe gifs to create a sweet juxtaposition effect, with rain or snow and wind (using CSS and animations to create those) to create a messy atmosphere, where to find a clover might be a bit of a challenge. More extreme weather conditions, i.e. higher winds, will therefore raise the level of difficulty!

Landing Page:

Landing page explaining game instructions and a clover button to start the game (when clicked).

Instructions:

Click on as many four-leaf clovers as you can. Each click registers a catch. The more you catch, the better your luck!

Begin by clicking on the clover below.



Game Page:

For the purpose of MVP,
I created only a single-level game page with a css rain animation (purple-pink) and clovers being stirred by the wind. Click them to add +1 to your score.



High-Scores Page:

Pretty straightforward high-scores page after you finish playing and opt out of trying your luck again! Features some pretty notorious players!

Highest_Scores

E. Badu: 1,000,000
Tyrone (from Howard U.): 429,000
Ludwig Mies van der Rohe: 20,000
kyrie irving: 10,000
Aaron: 5,000
jon: 1,000
said: 7

Constraints?

I am one to easily get caught up on details. For the game, I wanted to create an atmosphere around the gameplay. The goal (post-MVP) is to add ambient noise (Brian Eno or so) to the game-page, different noises for different levels. There maybe copyright constraints. Also, my goal was to simplify as much as I could. I believe that **simplicity is a point of arrival**. As for the actual gameplay, the goal was to have players check out from the real world and distract themselves with clicking clovers. **Transcendental Mindlessness** (instead of mindfulness) to help one draw a blissful blank. Besides that, green light the project so we can start healing the world one distressed individual after another...