Cookie Clicker Project

# Variables

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Variable ID | Variable Type | What does it do | How much does it cost | CPS |
| Cookies | Float | Number of cookies owned by the player | Null | Null |
| CPS | Float | How many cookies the player generates a second. (Sum of cookies per item multiplied by the number of items of each class) | Null | Null |
| Button | Boolean |  |  |  |
| Cursor | int | Auto-clicks on the cookie | 15 | 0.1 |
| Grandma | int | A nice grandma to bake more cookies | 100 | 1 |
| Farm | int | Grows cookies from cookie seeds | 1,100 | 8 |
| Mine | int | Mines out cookie dough | 12,000 | 47 |
| Factory | int | Mass produces cookies | 130,000 | 260 |
| Bank | int | Generates cookies from interest | 1,400,000 | 1,400 |
| Temple | int | Full of ancient cookie recipes | 20,000,000 | 7,800 |

# Plan

1. Create a functioning centralised cookie button for the player to click manually
2. Display the number of cookies the player currently has in the top left
3. Below the number of currently owned cookies, display the current CPS of the player
4. Implement buttons that allow the player to purchase new equipment
5. Add icons and numbers to show the player how many of each item they have
6. Add a feature that multiples the original price of each item by the amount of that item they currently have, to increase the number of cookies needed to buy a new one
7. OPTIONAL: add animations to the game such as raining cookies behind the central cookie button

# Layout

* Each side bar should be 123 pixels high
* 980-(123\*7)=119

CPS

Total Cookies

455

910

980

1820