

# Clicker Game User Manual

27<sup>th</sup> April 2023 By Benjamin C. and Teresa V.

## OVERVIEW

The “ClickerGame” is a Clicker game where a player continuously clicks a button to randomly generate certain materials in a 3x3 cubed slot. The generated materials can then be collected and upgraded. Upgrading materials allows the player to progress and advance to the next material. Fully upgrading each material produces a random flower to collect.

## USER INTERFACE GUIDE

The main user interface consists of a 3x3 dirt cubed grid, a button with a water drop, and two icons consisting of “Home” and “Shelf”. The button with the water drop produces a water drop which is placed randomly inside a cube. The player can tap on the dirt cubes to collect the corresponding material.

The “Home” icon navigates to the main home screen of the game. The “Shelf” icon navigates to a screen that contains all the collected flowers.



## MAIN INSTRUCTIONS

1. Click the raindrop button multiple times to fill the cubes with raindrops.
2. Click on a single raindrop to collect a random raindrop in the cubes. A bar will appear on top of the selected raindrop displaying the amount needed to upgrade.
3. Clicking on a fully upgraded raindrop with the bar full will be replaced by a sun.
4. Clicking on a fully upgraded sun with the bar full will be replaced by a leaf.
5. Clicking on a fully upgraded leaf with the bar full will be replaced by a random flower.



