Potato Clicker - Definition of Done (DoD)

1. Core Game Mechanics

- **Clicking Mechanics:** Players can click on a potato to gain "Potato Points" (PP) or similar in-game currency.
- **Auto-Generation:** Players can purchase upgrades to generate PP passively over time without clicking.
- **Progression System:** Unlockable upgrades, levels, or achievements that keep the game engaging and encourage continued play.
- **Feedback and Animation:** Visual feedback (e.g., potato "bounce" animation) and sound effects for each click.

2. User Interface (UI)

- **Main Screen:** Contains a central potato for clicking, PP counter, upgrade menu, and any other essential UI elements.
- **Upgrade Menu:** Accessible menu with purchase options for various upgrades, showing their costs, benefits, and current level.
- **Progress Indicators:** Achievements, milestones, and rewards displayed for the player's progress.
- **Settings Menu:** Includes options for sound, notifications, and reset game data.

3. Game Balance

- **Upgrade Costs and Rewards:** Each upgrade's cost scales fairly with player progress, making the game neither too difficult nor too easy.
- **Click-to-Progress Ratio:** Players can reach milestones both by clicking and through auto-generating PP upgrades, creating balanced gameplay.
- **Time-to-Goal Balance:** Estimated times for reaching key milestones are calibrated to maintain player interest and encourage progression.

4. Graphics and Visuals

- **Potato Artwork:** Simple but engaging potato art that fits the game's style.
- **Upgrade Visuals:** Clear, distinct icons for each type of upgrade to prevent confusion.
- **Animations and Effects:** Click animation, upgrade purchase effects, and other minor animations (e.g., sparkles) to enhance user engagement.