Anti-Linear-Incremental

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Project goals

1. Make an incremental game
   - Escalating gameplay
   - Minimize idle periods and pointless busywork
   - Maximize Gameplay length and complexity

2. Learn programming languages and tools
   - Html, Javascript, css
   - Bootstrap

3. Design a larger project
   - Modularity
   - Extensibility

Positivity: 944 / 100000

Positivity Generators: 0

Negativity:%   8 / 15

Pressure: 1024 / 100000

electricity: 0 / 0

Idle Motors: 0 / 2

Battery Motor: 0 / 1

Positivity Motor: 1 / 1

10x Generator Motor: 1 / 1

Alloy: 3.2 / 100000

Generate Positivity

Decrease Negativity	Increase Negativity

Dec. Pressure Rate	Inc. Pressure Rate

Dec. Battery	Inc. Battery	Dec. Dynamo	Inc. Dynamo

Dec. Mult	Inc. Mult

Craft Alloy

Build Positivity Generator: 2

Future work

1. Improve Code
   - Implement proper modules
   - Make better generic functions for editing html
2. Make additional features for the gameplay
   - Improve UI
   - Add the shuffling of different features
   - Add a global market for resources
   - Add an meta idle incremental that is simulated
3. Deploy game to a server

Questions?