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**Project Name:** ElementIdol

**Project Topic Area:** Instrumented Simulation - Idol game

**Project Vision:**

The idea of the project is to increment a subatomic particle of some sort periodically, which you can obtain increasingly quickly with upgrades that are unlocked with some arbitrary currencies or costs. You can then unlock elements, which help you collect more subatomic particles, which can help you unlock other elements. The maximum number of distinct elements you can have is approximately 118. The elements are from the Periodic Table of Elements.

**Discussion of Issues and Concerns:**

I have never worked on an idol game, nor have I really played idol games before. I have been looking into other idol games and clicker games for some inspiration on what I can do. So, I think it might take me some time to create an initial framework for the game. Another concern is deciding on what to use or do for the GUI elements of the game (I am also looking into this). These two are currently the biggest concerns I have.

**GitHub Repository:** <https://github.com/aacarPDX/ElementIdol#>