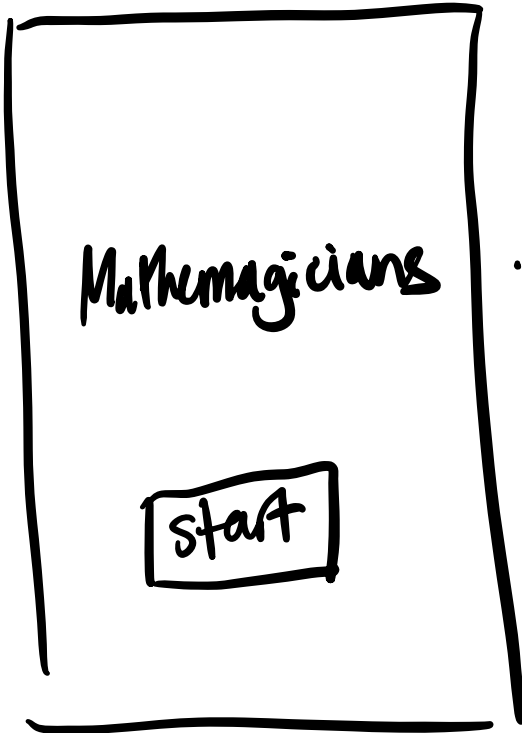


Clicker game plan

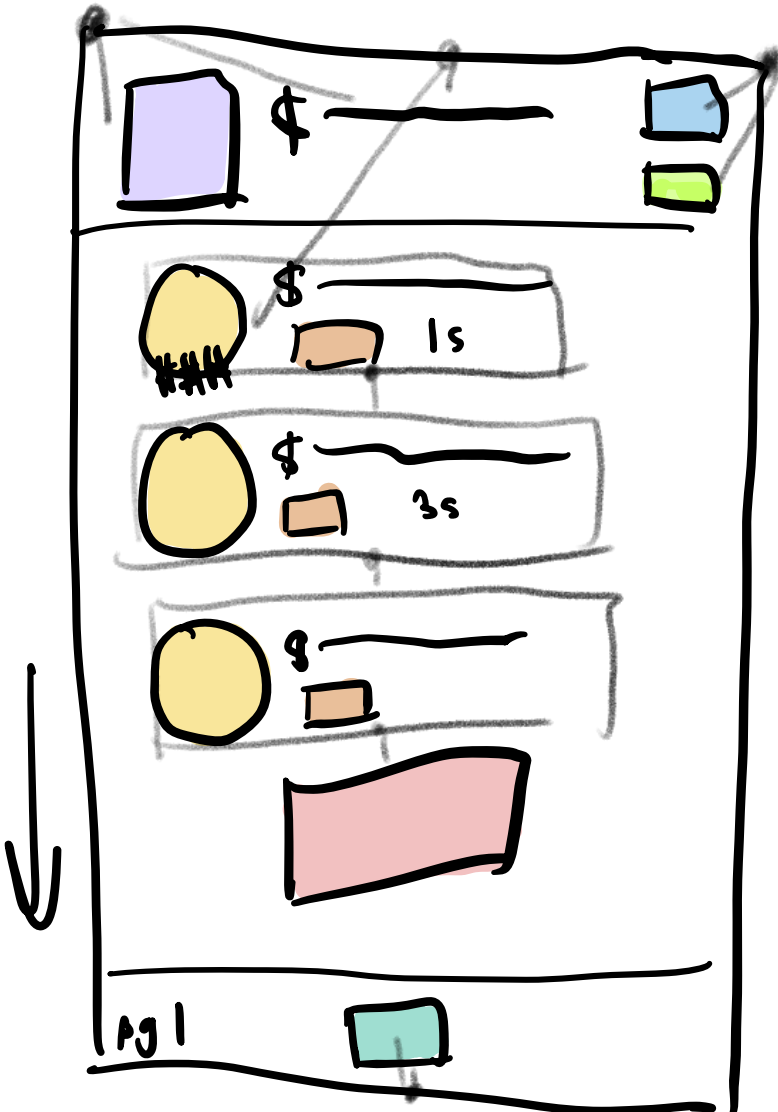
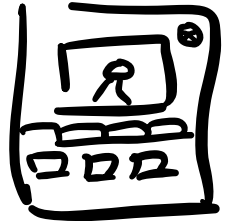
start screen



- set screen size to phone dimensions
 - color

- label
 - magicy font

- button
 - starts everything
 - will change to save state



- button
 - opens up screen for avatar (displays different image)
 - buttons on page put new images
 - groups of images can only put on one at a time
 - exit button

- button
 - when clicked adds a certain amount of money to total
 - clicks on times

- button
 - increases money per click
 - pulls up math screen
 - code for random question
 - text box when "1/3" upgrade

- button
 - costs money
 - creates buttons

- costs money
- exit button

- button
 - settings
 - filter buttons, but eventually:
 - upgrades
 - unlocked math concepts (per level)
 - managers
 - help
 - shop
 - adventures

- button
 - changes # of upgrades at a time (unlocked w/ upgrade)

- button
 - another instance of clicker buttons

Tech up tasks:

- sprites
- sound effects
- music