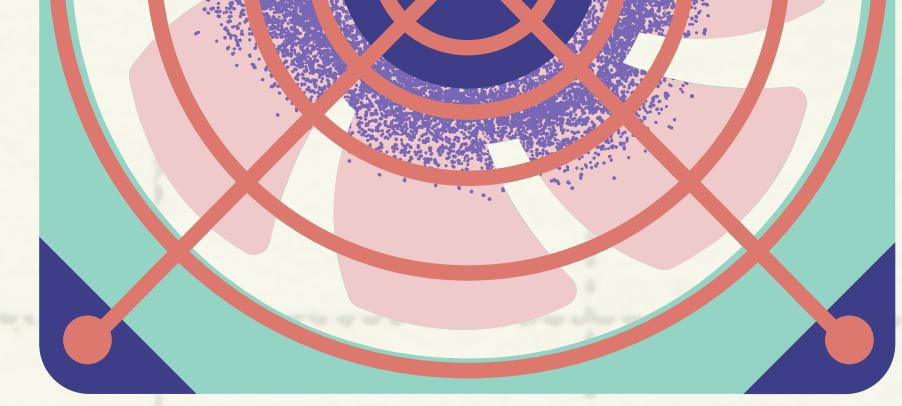
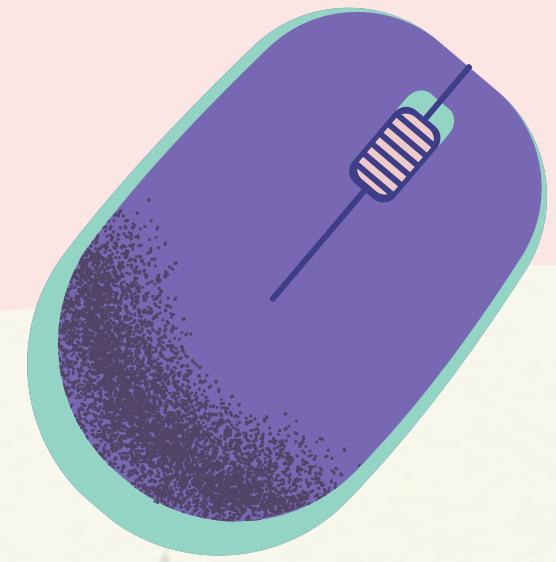
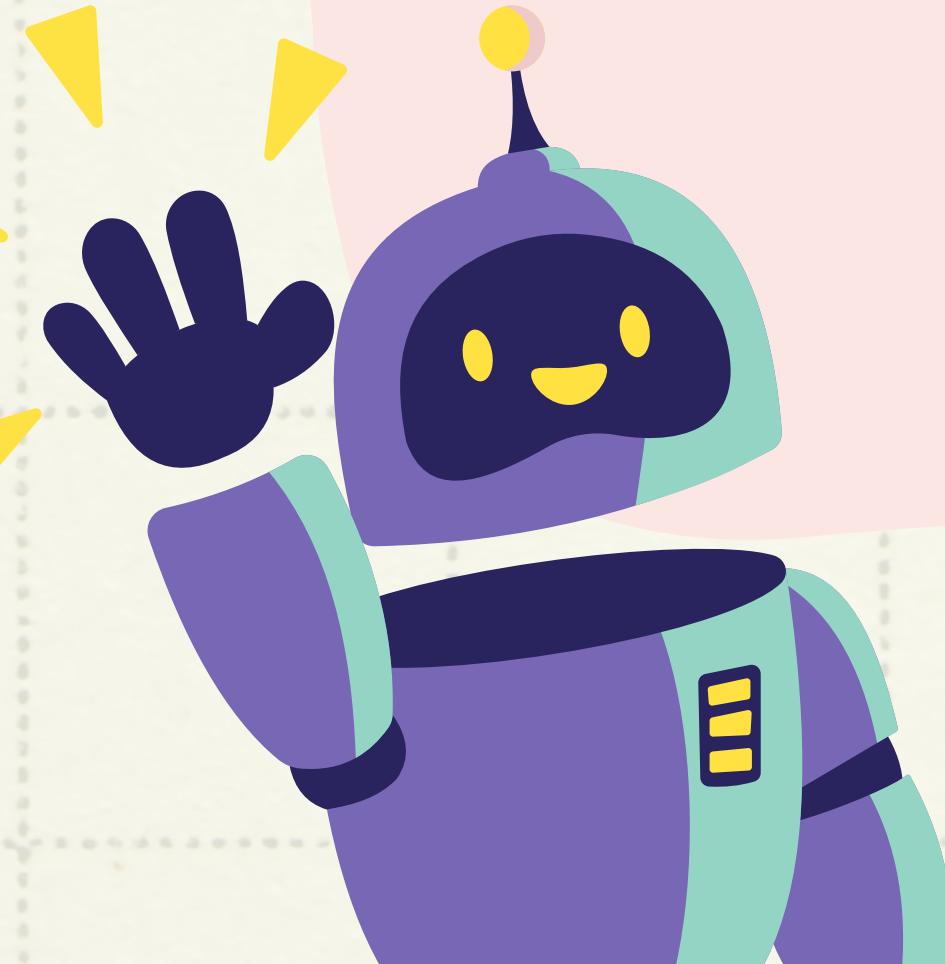




CLICKER

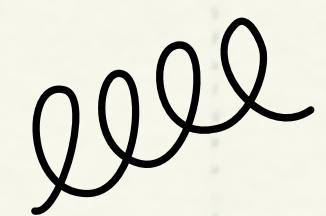
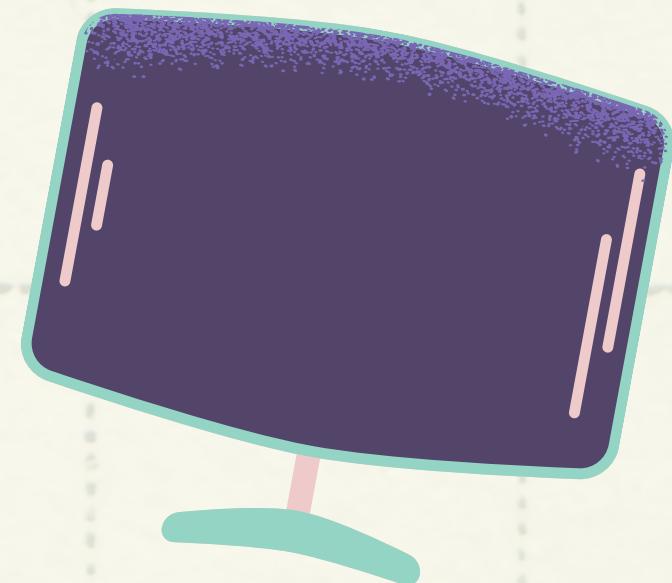
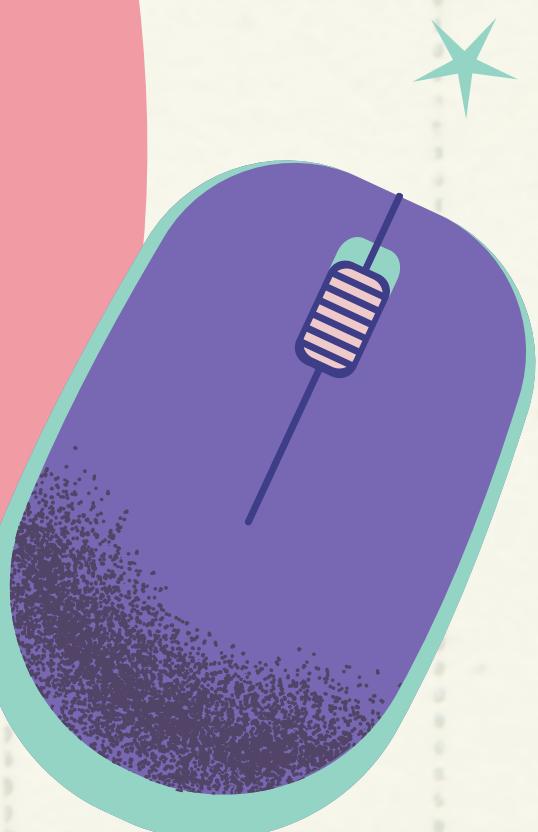
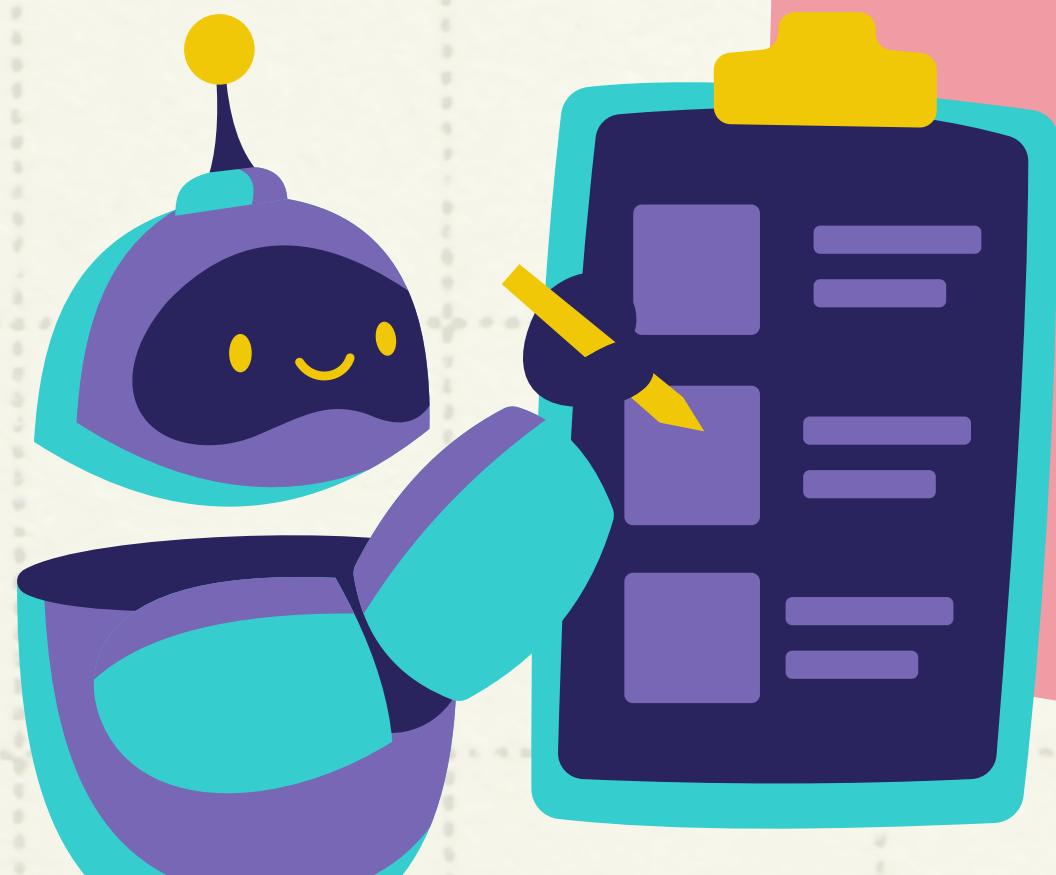
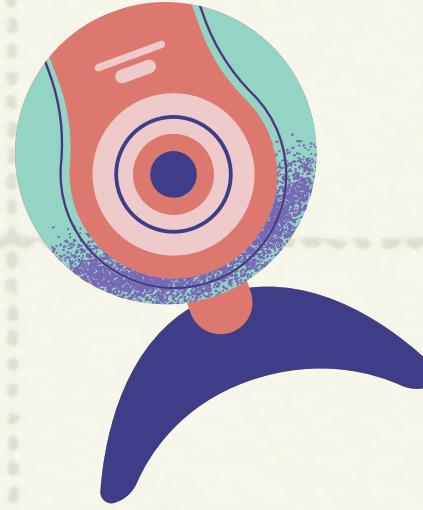
C'EST UN JEU



INTRODUCTION

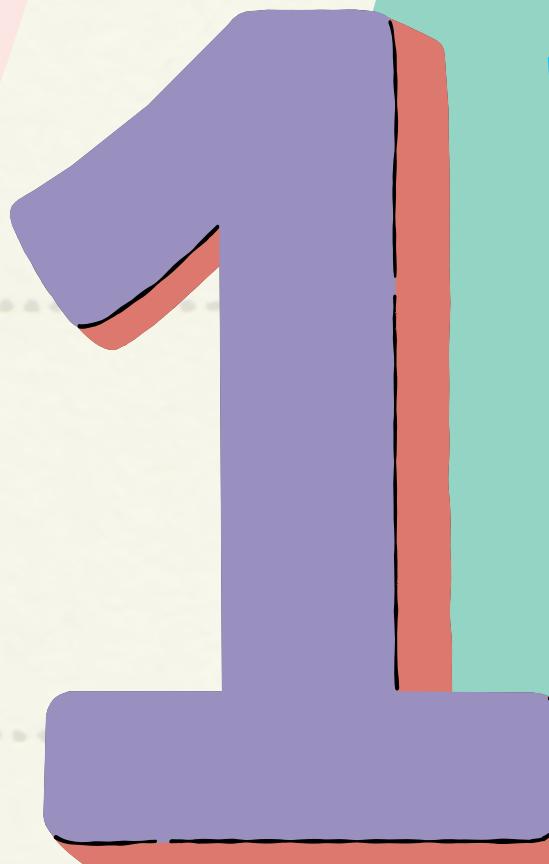
OBJECTIF DU JEU :

- Le principal objectif du jeu clicker est de gagner des points en cliquant sur un élément spécifique à l'écran.
- Le joueur doit continuer à cliquer pour augmenter ses gains et progresser dans le jeu.

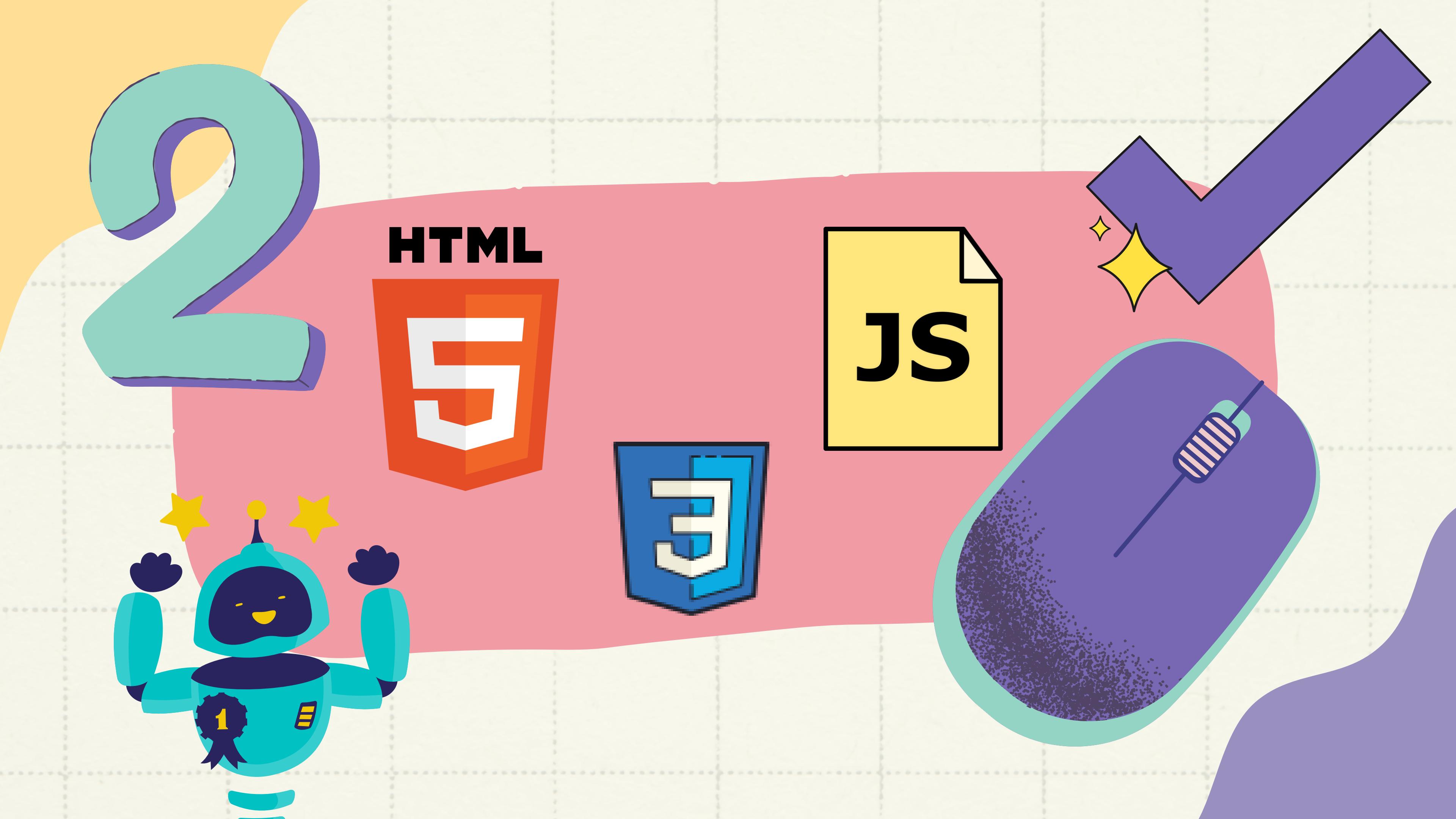




GAMEPLAY :



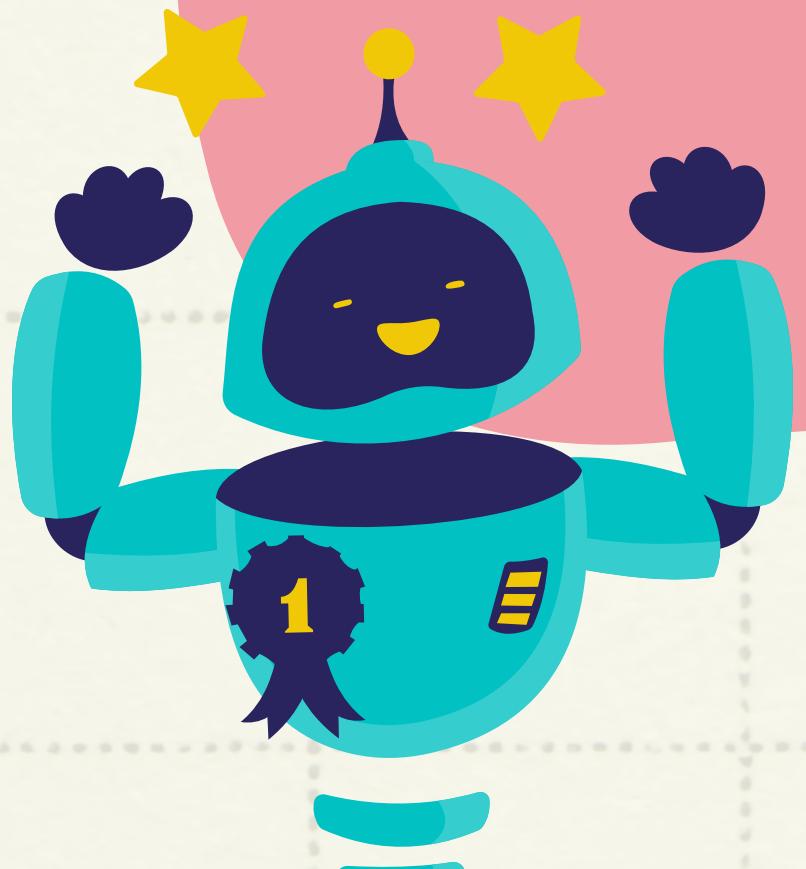
- LE CONCEPT DE BASE DU JEU REPOSE SUR UNE MÉCANIQUE DE CLIC SIMPLE.
- LE JOUEUR DOIT CLIQUER DE MANIÈRE RÉPÉTÉE POUR COLLECTER DES POINTS.
- GAGNER DE POINTS PERMET AU JOUEUR DE DÉBLOQUER DE NOUVELLES FONCTIONNALITÉS, AMÉLIORATIONS OU NIVEAUX.



HTML



JS



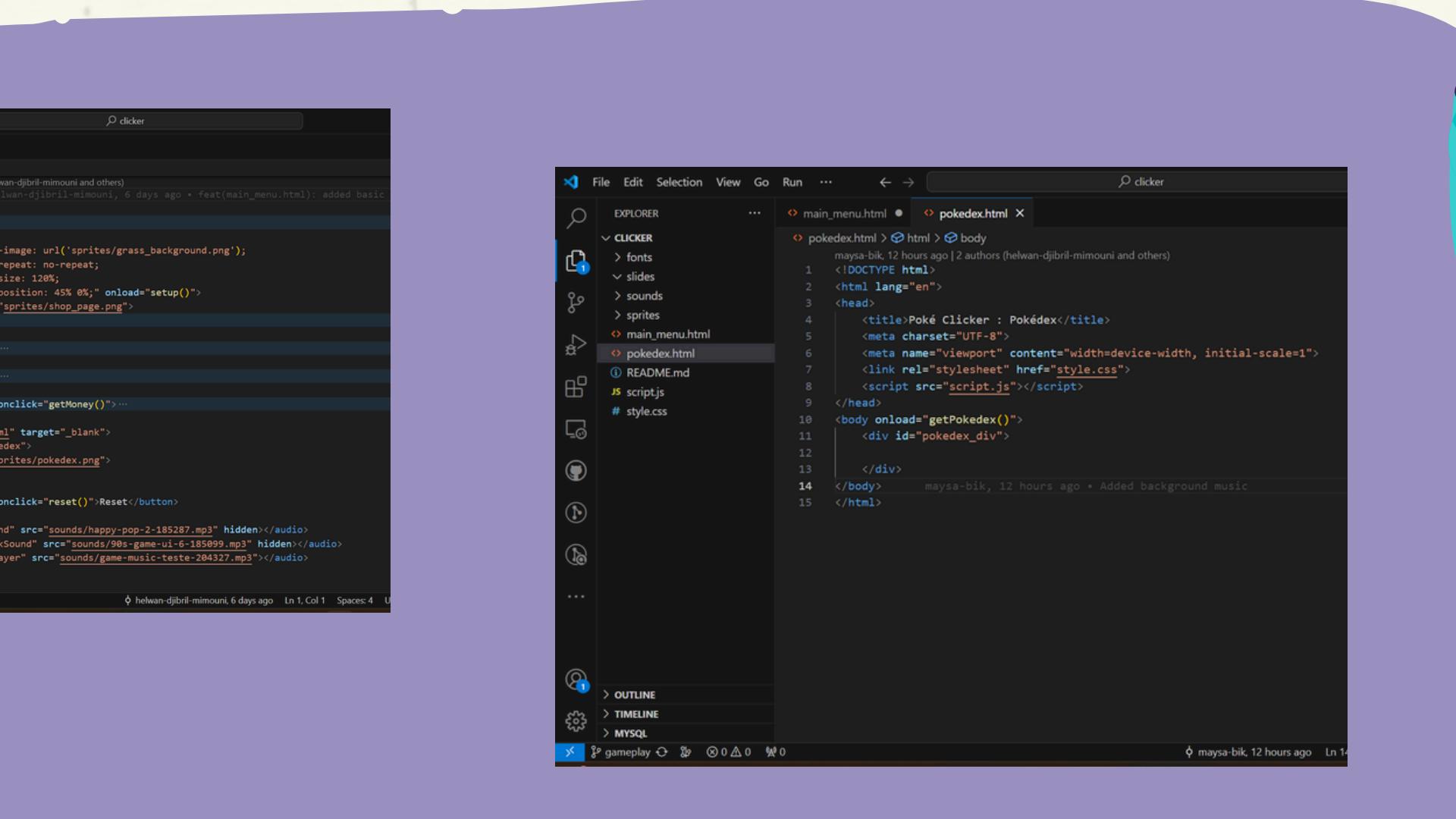
HTML



```
File Edit Selection View Go Run ... < - > ⚡ clicker

EXPLORER
CLICKER
main_menu.html
pokedex.html
README.md
script.js
style.css

main_menu.html
You, 11 hours ago | 3 authors (helwan-djibril-mimouni and others)
1 <!DOCTYPE html>      helwan-djibril-mimouni, 6 days ago + feat(main_menu.html); added basic
2 <html lang="en">
3   <head>...
4     ...
5   </head>
6   <body style="background-image: url('sprites/grass_background.png');>
7     background-repeat: no-repeat;
8     background-size: 120%;
9     background-position: 45% 0%;> onload="setup()"
10    
11    ...
12    <div id="money">...
13    </div>
14    <div id="buy_list">...
15    </div>
16    <div id="bag_list">...
17    </div>
18    <button id="enemy" onclick="getMoney()">...
19    </button>
20    <a href="pokedex.html" target="_blank">
21      <button id="pokedex">
22        
23      </button>
24    </a>
25    <button id="reset" onclick="reset()">Reset</button>
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40
41
42
43
44
</body>
<audio id="clickSound" src="sounds/happy-pop-2-185287.mp3" hidden></audio>
<audio id="autoClickSound" src="sounds/90s-game-ui-6-185099.mp3" hidden></audio>
<audio id="music_player" src="sounds/game-music-teste-204327.mp3"></audio>
</html>
```

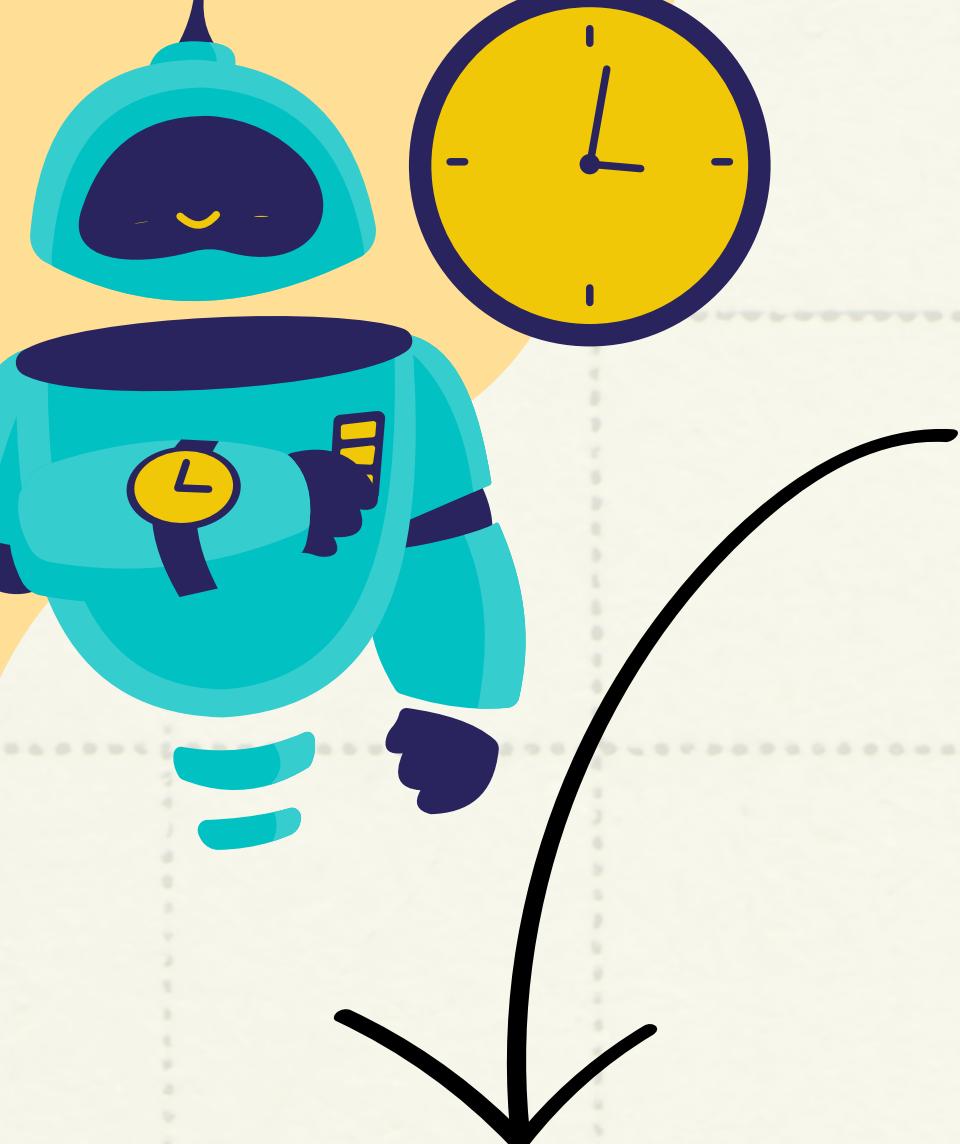


```
File Edit Selection View Go Run ... < - > ⚡ clicker

EXPLORER
CLICKER
fonts
slides
sounds
sprites
main_menu.html
pokedex.html
README.md
script.js
style.css

pokedex.html > html > body
pokedex.html
You, 12 hours ago | 2 authors (helwan-djibril-mimouni and others)
1 <!DOCTYPE html>
2 <html lang="en">
3   <head>
4     <title>Poké Clicker : Pokédex</title>
5     <meta charset="UTF-8">
6     <meta name="viewport" content="width=device-width, initial-scale=1">
7     <link rel="stylesheet" href="style.css">
8     <script src="script.js"></script>
9   </head>
10  <body onload="getPokedex()">
11    <div id="pokedex_div">
12    </div>
13  </body>
14  mayasa-bik, 12 hours ago + Added background music
15 </html>
```





The screenshot shows a code editor interface with the following details:

- File Explorer (Left Side):** Shows a project structure under 'CLICKER'. The files listed are: fonts, slides, sounds, sprites, main_menu.html, pokedex.html, README.md, script.js, and # style.css. The file '# style.css' is currently selected.
- Code Editor (Right Side):** Displays the content of the '# style.css' file. The code includes various CSS rules for elements like body, p, span, #money_text, #money, #buy_list, #bag_list, #bag_element, and .element_name, .element_price.
- Bottom Status Bar:** Shows tabs for 'gameplay', 'Timeline', and 'MySQL', along with other status indicators.

CSS

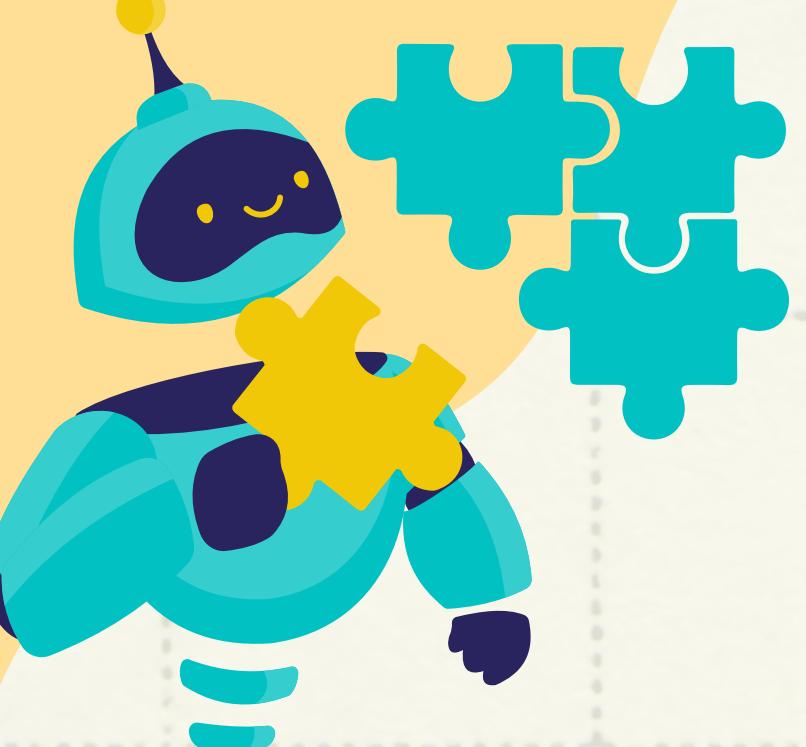
The screenshot shows a dark-themed code editor interface. On the left is a sidebar with various icons: a magnifying glass, a folder with a blue circle containing the number '1', a gear, a play button, a search icon, and three dots at the bottom. The main area has a file tree on the left and a code editor on the right.

File Tree (EXPLORER):

- CLICKER
 - fonts
 - slides
 - sounds
 - sprites
 - main_menu.html
 - pokedex.html
 - README.md
 - script.js
- # style.css

Code Editor:

```
# style.css > @font-face
116 > #img_pokedex{ ...
120   }
121
122 > #name_pokedex{ ...
126   }
127
128 > #reset{ ...
133   }
```



JS

1

```
File Edit Selection View Go Run ... ← → ⌂ clicker
EXPLORER main_menu.html M pokedex.html JS script.js ...
CLICKER > fonts > slides > sounds > sprites
main_menu.html M
pokedex.html
README.md
JS script.js
# style.css

1 let total_money_spent = 0
2 let shiny = false
3 let luck = 0
4
5 let show = false
6 let count = 0
7 let setup_bool = true
8
9 let money = null
10 let num = null
11 let money_num = null
12
13 let interval_click = null
14 let interval_luck = null
15
16 > function setup(){
17 }
18
19 > function reset(){
20 }
21
22 let konami = [ "ArrowUp", "ArrowUp", "ArrowDown", "ArrowDown", "ArrowLeft", "ArrowRight", "ArrowLeft", "ArrowRight" ]
23
24 > document.addEventListener("DOMContentLoaded", () => {
25 })
26
27 > function getNumAbbreviation(n){
28 }
29
30 > function fadeIn(el) {
31 }
```

2

```
File Edit Selection View Go Run ... ← → ⌂ clicker
EXPLORER main_menu.html M pokedex.html JS script.js ...
CLICKER > fonts > slides > sounds > sprites
main_menu.html M
pokedex.html
README.md
JS script.js
# style.css

189 > function nextPokemon(){
190 }
236 > function getMoney(){
237 }
238 > function next_click_incr(){
239 }
276 > async function next_auto_click(){
277 }
278 > async function next_luck(){
279 }
332 > async function getPokedex(){
341 > function lucky(){
342 }
424 > async function getPokemonNameFromAPI(id){
430 }
431 > function lucky_clicked(){
432 }
466 > function fadeIn(el) {
467 }
```

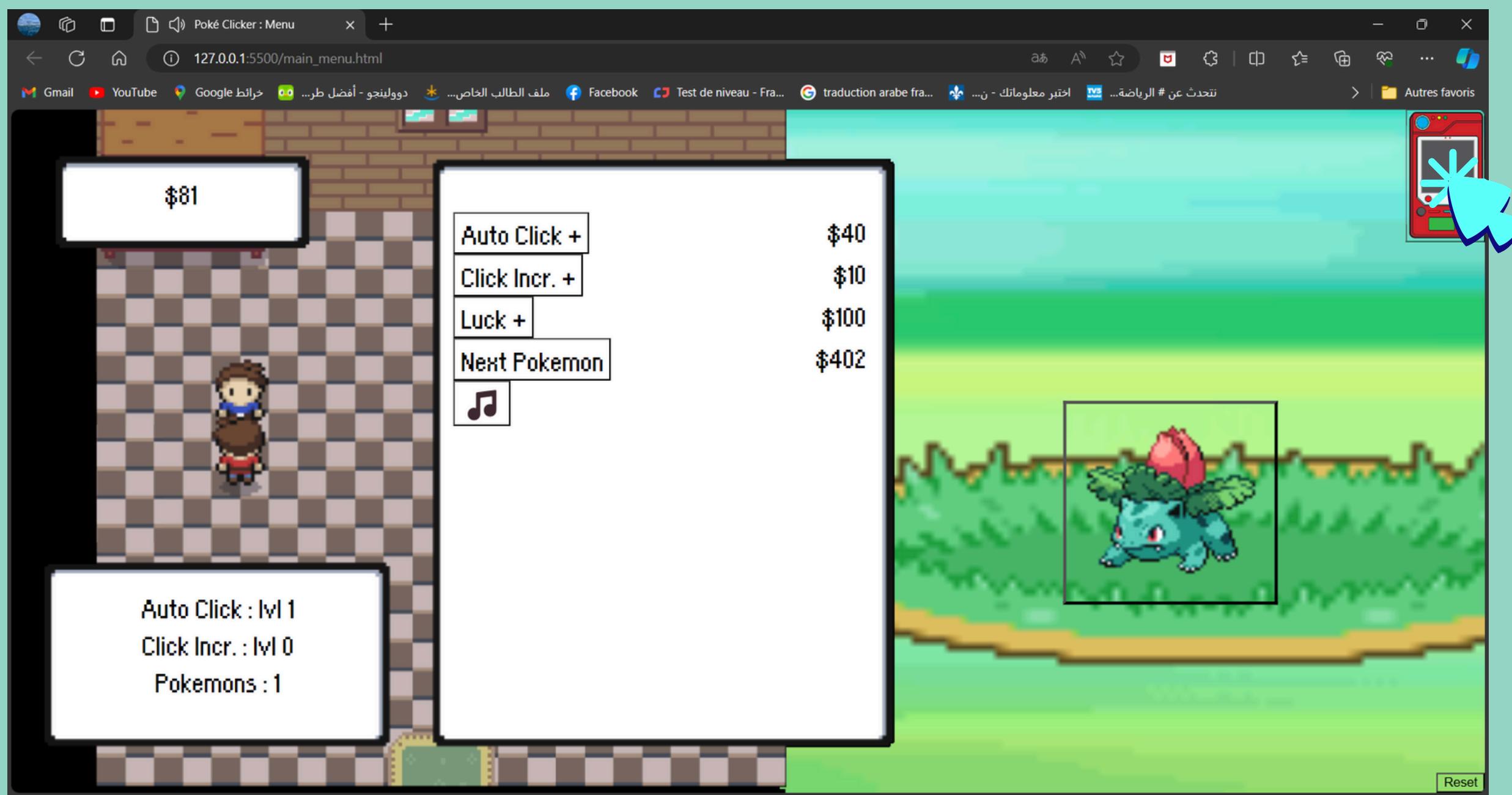
3

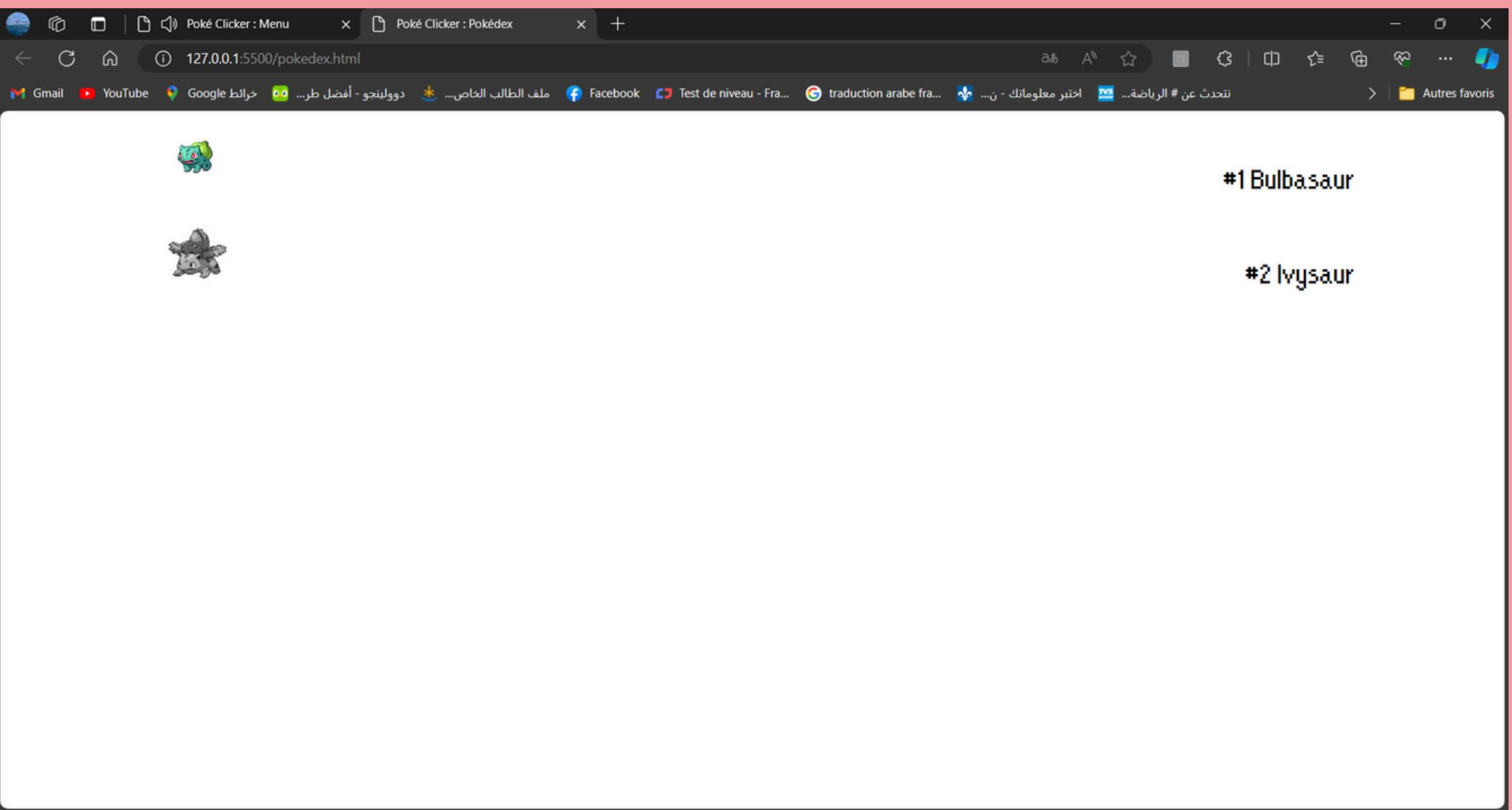
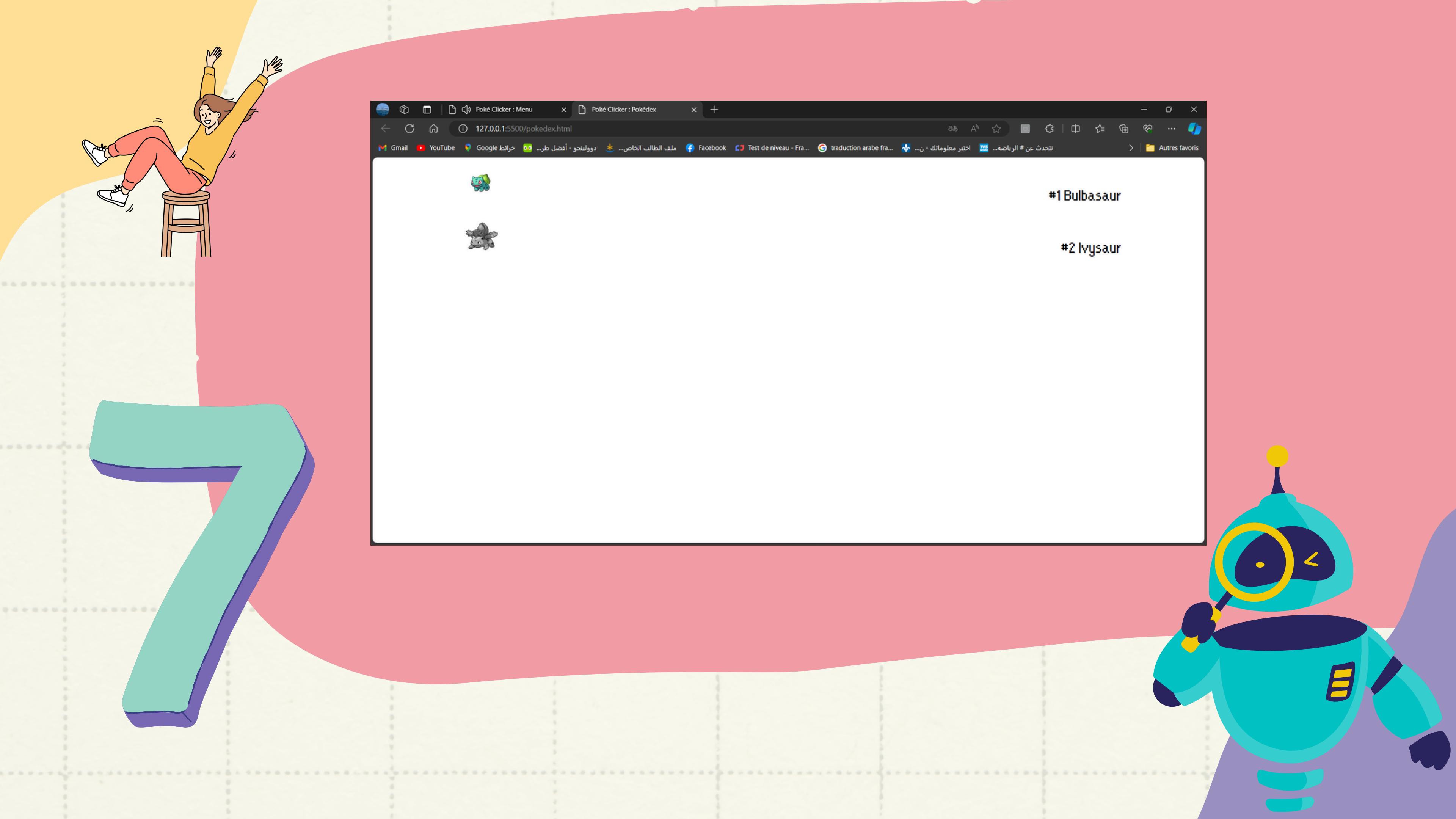
```
File Edit Selection View Go Run ... ← → ⌂ clicker
EXPLORER main_menu.html M pokedex.html JS script.js ...
CLICKER > fonts > slides > sounds > sprites
main_menu.html M
pokedex.html
README.md
JS script.js
# style.css

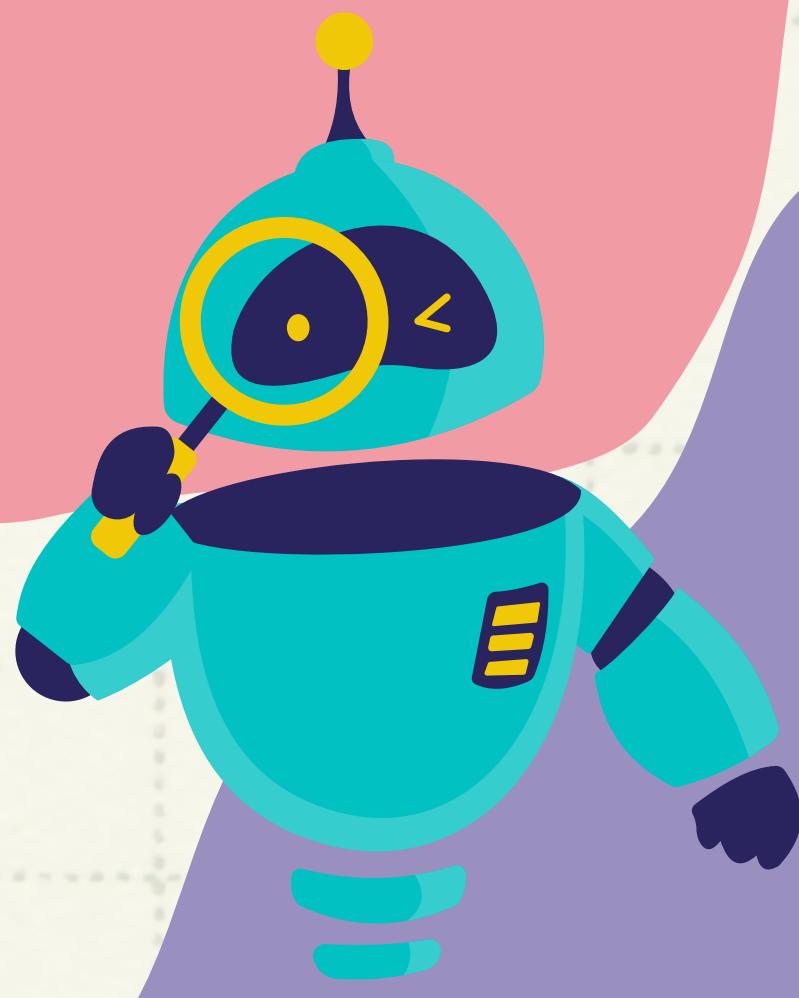
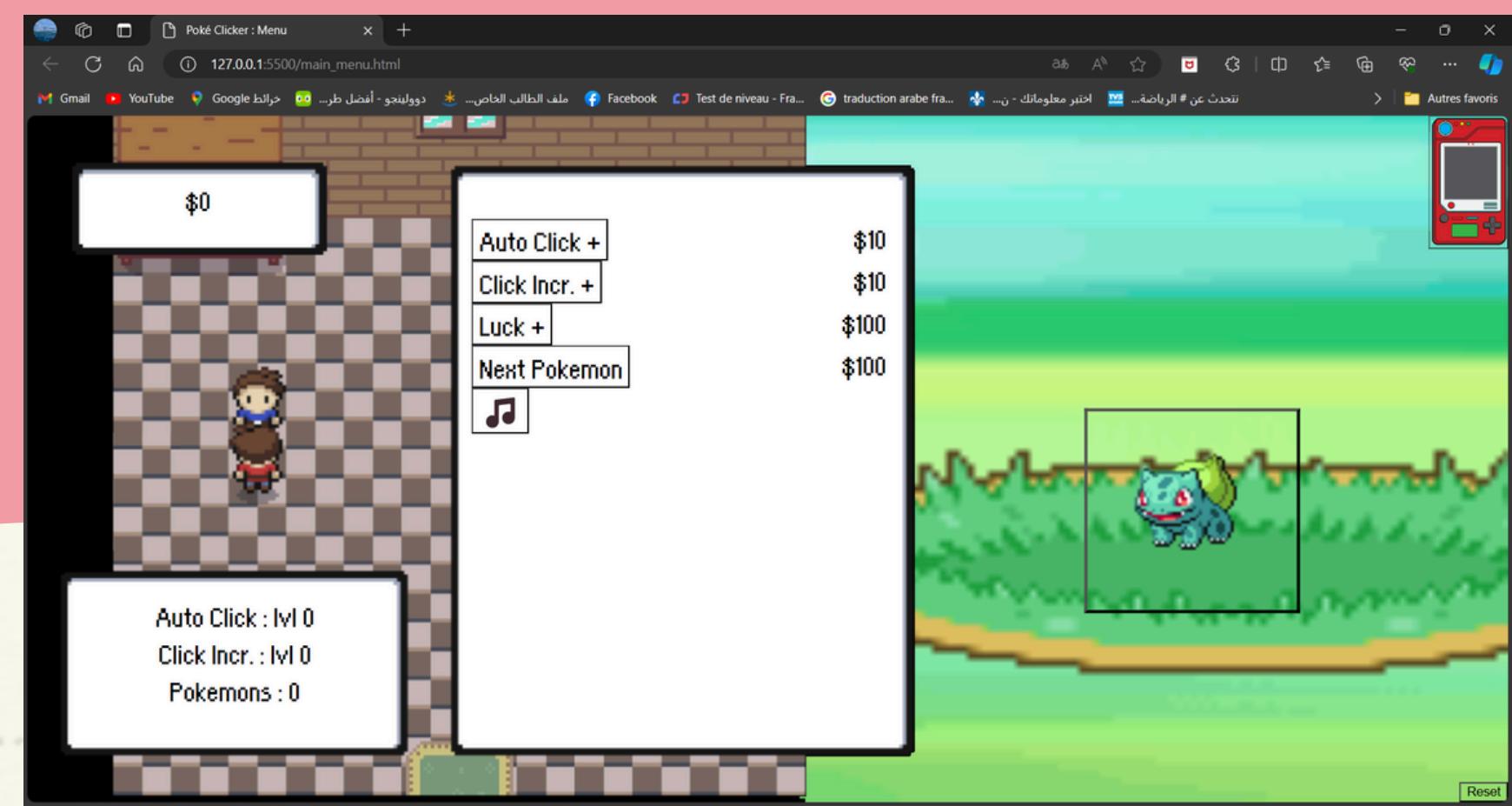
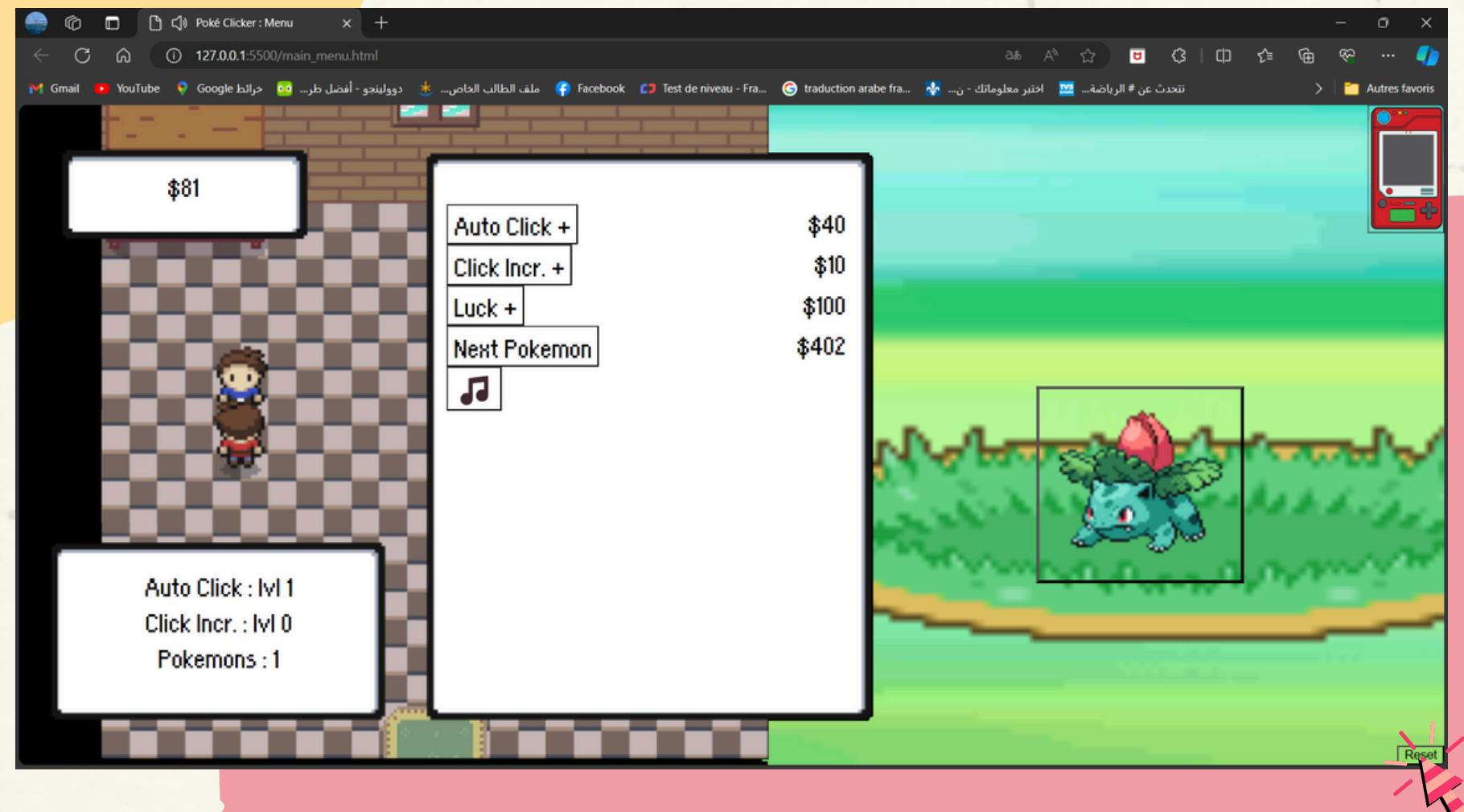
468 > function lucky_clicked(){
469 }
475 > function fadeIn(el) {
476 }
477 > function toggleMusic(){
478 }
488 let musicPlaying = false;
489 | maysa-bik, 12 hours ago * Added background mus
490 > function toggleMusic(){
500 }
501
502
```

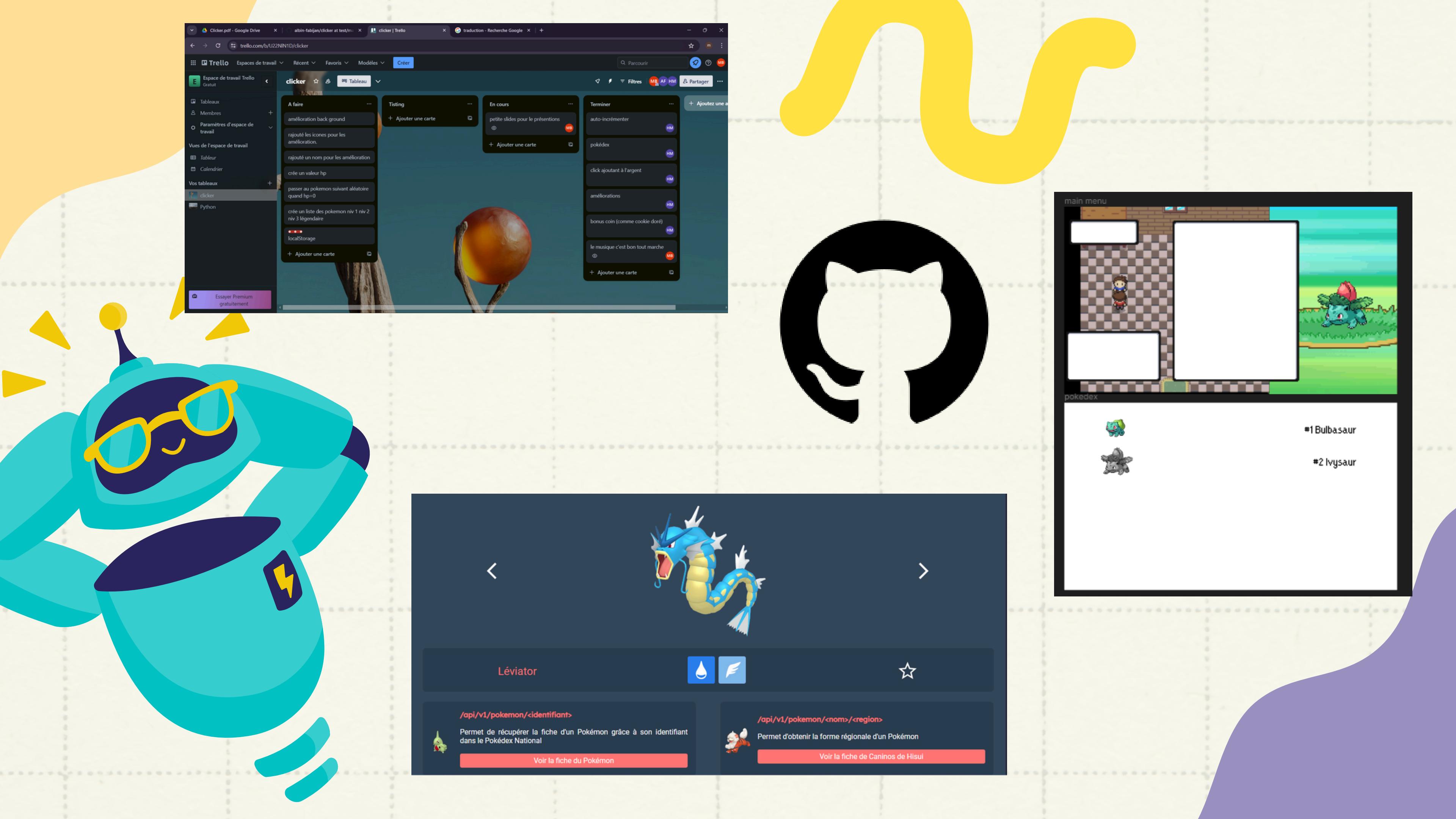


RÉSULTATS









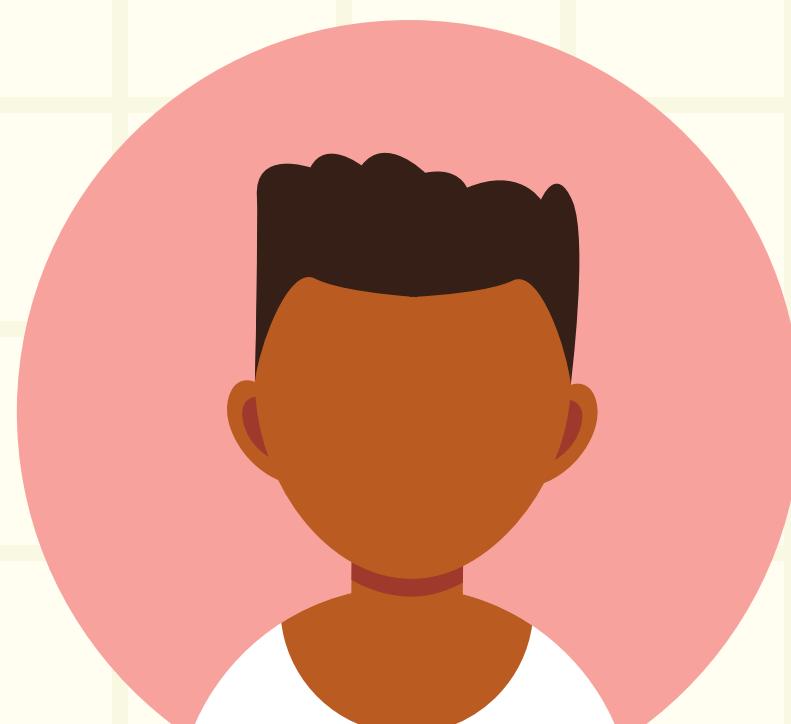
Meet Our Team



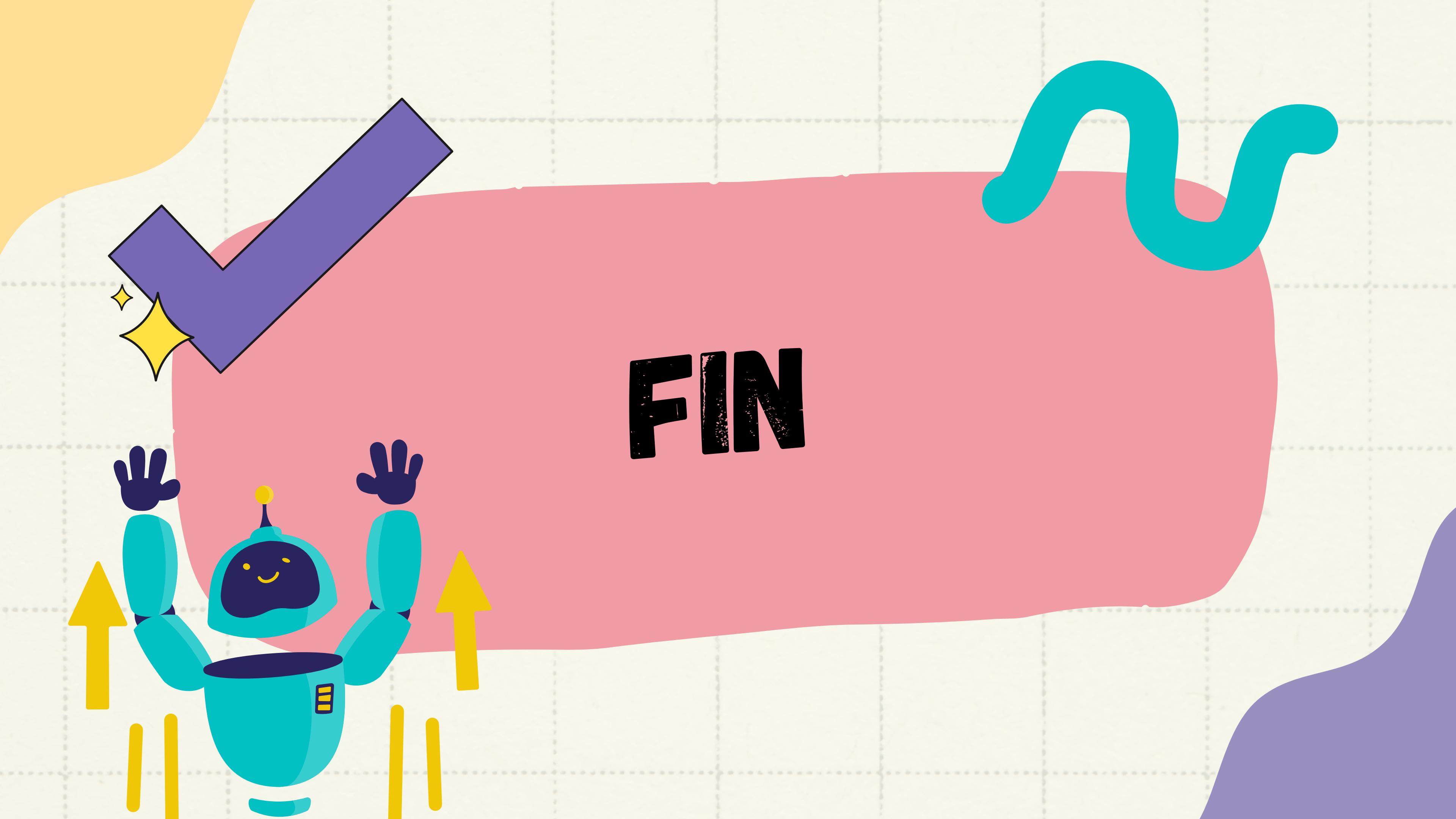
Helwan-Djibril
Mimouni



Maysa BIK



Albin Fabijan



FIN



**MERCI POUR
PLAYING!**

