**Project Idea and Description**

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**Preview:**

The project has to be a web page containing information that will be stored on a server and retrieve that particular information from the server.

**Idea:**

The idea here to create a game that have a stats, upgrades, loots, and maybe an ingame currency to buy. The game more likely to be a clicker game. The user will be able to create a username and password to access the game and retrieve the save data from the server to progress his/her game.

**Description:**

The user has to create a username and password to access the game. When the game played there will be either an auto save progress or a button to save the progress of the game. Each state of the game and loot, upgrades, ...etc. will be saved in the server for later to be retrieved. The user will be able to restore the point where he/she stop to pick it up from there.

**Game Info:**

The game is a clicker game. There will be stages for the user to complete to progress for the next level. Each level will be more difficult than the one before it. After 9 stages a boss will appear and the user has to beat it before the time runs out, otherwise the level will be reset.

**Game Mechanic:**

The user will have a default attack which is clicking on the monster to deal damage. Killing monsters will grant gold for the player to use for upgrading the attacks. Moreover, The player can spend the gold to purchase a companion to help him do damage. Note a companion will auto attack the exist monster. Also, the gold can be spent to upgrade these companions. There will be a special attacks for the player to use but they will have a big cooldown.

**Challenges might face:**

The biggest challenge I might face is the time to make everything run. There will be a lot of calculations here and a lot of balances suits the desired play style. I’m afraid due to these calculations there will be delay or load on the CPU since there are a lot of actions. An FPS drop issue might be faced here also. Finally, since there are a lot of numbers to store in the server might be a time consumer project.

**Project walkthrough:**

The first step I’m taking is to make the game, then focus on storing the date on the server. Later I will make login/register for player. The project itself only contains 2 pages. Finally I will focus on designs and balancing. If the time serve I will add more features to the game like buying currency and more companions.