



# Html/css/js

**Subject: "Sweet Success - A Cookie Clicker Coding Extravaganza"**

**Lore:**

Indulge in the delectable world of "Sweet Success," a delightful Cookie Clicker coding project that beckons aspiring programmers to create their very own cookie empire. In this beginner-friendly coding endeavor, participants will embark on a scrumptious journey to develop a basic Cookie Clicker game using HTML, CSS, and JavaScript. Get ready to bake, click, and savor the joy of coding in this confectionery extravaganza!

**Description:**

For this exercise you will have to make basic cookie clicker game with html, css and js.

The game will have 2 buttons, 5 items counter, and one big image of a cookie. They'll need to be shown in this order :

- **Money counter** : a paragraph element that shows the total money made
- **Cookie counter** : a paragraph element that shows the sum of your cookies bought
- **Milk counter** : a paragraph element that show the sum of your milk bought
- **Cookie shop + cookie price** : shows the price of a cookie and a button to buy one
- **Milk shop + milk price** : show the price of a milk and a button to buy one
- **THE BIG COOKIE** : your loyal and only cookie dough !!!

Here is how it should looks like :

money : 5\$  
number of cookies : 0  
number of milk multiplier : 0



price of cookie : 100  
  
price of milk : 1000

And here is the features needed :

- The game will give you  $[1 + (\text{number of cookies} \times \text{number of milk multiplier})]$ \$ every second
- everytime you click on the cookie you'll earn 1\$
- You cannot buy a cookie or a milk multiplier if you have less \$ than the price indicated
- Every time you buy one cookie the price of the next cookie is multiplied by 1.2
- Every time you buy one milk multiplier the price of the next milk multiplier is multiplied by 2