Clicker Game Flowchart
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A 3/4

Import pygame, random, time, and wave processes

Set RGB for white, black, blue, red, and green

Set game screen dimensions, clock function, and caption

Load all background images and images, and custom font

Load custom game music and alter its frequency

Initiate pygame

Draw rectangle with old color

Else (if nothing is done)

Take in get_pos() and get_pressed() functions

If mouse is hovering over button

Highlight button with new color

If button is clicked

Increase player score and return True

Functions an

Create function that returns player_attributes['score'], a rounded number

Create function that draws a rectangle based on given x, y, width, and height

Create function that increases player score by 1

Create function that increases player score by growth value (automatically increases score as time goes by)

Create function that returns the growth per second rounded

Set player_attributes variable that takes a list "score"

Set self variable for message, old and new color, and player_object

Set self variable for growth value, decrease value, and multiplier

Create function for each Sprite class that draws the sprite

Make a Player class

Make a Button class

Make a Clicker class

Make two Sprite classes

Cre
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Start game intro

Display title text and Start button

Start instructions page

If start button is clicked

Call return instructions functions to display instructions text

Creat
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the sc
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Display button that leads you out of instructions

Main Logic

If instructions button is clicked

Display button that leads you out of instructions

If upgrade b
is clicked
greater th
certain v

Start game, blit clicker button, background, and first upgrade button

If first upgrade button is clicked and is greater than a certain value

Decrease clicks of productivity by a certain value and increase productivity per second by x2

Start part 3 of the game, blit clicker button and upgrade button 2

If upgrade button 1_5 is clicked and is greater than a certain value

Decrease clicks of productivity by a certain value and increase productivity per second by x2

Start part 2 of the game, blit clicker button and upgrade button 1_5 and 2

Decrease clicks of productivity by a certain value and increase productivity per second by x2

If upgrade button 2 is clicked and is greater than a certain value

If upgrade bu
1_5 is clicked
is greater th
certain val

Start part 2_5 of the game, blit clicker button and upgrade button 1_5

Create a function that fades the screen out for 5 seconds

Create a function that returns clicks per second and blit on the screen

Create a function that returns productivity per second and blit on the screen

Create 10 different functions that decrease the value of the score by a certain decrease value

Create 3 different functions that increase the growth value by a certain multiplier

eate a function that returns uction messages

Initiate mixer and start looping background music

Create 11 button objects that take in position on the screen, width, height, message, color, and player object (Clicker). Create 1 button object (seize) button that takes in these parameters

Create one person sprite object and one communist person sprite object

te a function that ays messages on creen in a certain ont and size

button 2 and is han a value

Decrease clicks of productivity by a certain value and increase productivity per second by x2

Start part 4 of the game, blit clicker button and upgrade button 3

If upgrade button 3 is clicked and is greater than a certain value

Decrease clicks of productivity by a certain value and increase productivity per second by x2

Start part 5 of the game, blit clicker button and upgrade button 4

If upgrade button 6 is clicked and is greater than a certain value

Start part 7 of the game, blit clicker button and upgrade button 6

Decrease clicks of productivity by a certain value and increase productivity per second by x2

Decrease clicks of productivity by a certain value and increase productivity per second by x2

utton d and an a ue

Decrease clicks of productivity by a certain value and increase productivity per second by x2

If upgrade button 4 is clicked and is greater than a certain value

If upgrade button 5 is clicked and is greater than a certain value

If upgrade button 7 is clicked and is greater than a certain value

If upgra is clic great certa

Decrease clicks of productivity by a certain value and increase productivity per second by x4

Start part 6 of the game, blit clicker button and upgrade button 5

Start part 8 of the game, blit clicker button and upgrade button 7

Decrease clicks of productivity by a certain value and increase productivity per second by x4

If upgrade button 9
is clicked and is
greater than a
certain value

Start part 10 of the game,
blit clicker button and
upgrade button 9

Decrease clicks of productivity by a
certain value and increase
productivity per second by x8

Access sprite classes and
draw the two images

Display end messages, "You
win!"

Decrease clicks of productivity by a
certain value and increase
productivity per second by x4

Start part 11 of the game,
blit clicker button and
upgrade button 10

Start final scene of the game.
blit background

Fade out music and fade out
screen using fade out function

rade button 8
ked and is
ter than a
ain value

If upgrade button
10 is clicked and is
greater than a
certain value

If "seize" button is
clicked

Start part 9 of the game, blit
clicker button and upgrade
button 8

Decrease clicks of productivity by a
certain value and increase
productivity per second by x8

Start the "seize" part of the
game. Blit "seize the means
of production" button and
clicker button

End processes
Quit pygame