

# **User Manual**

## **I. Introduction**

Welcome to Coconut Clicker! This game involves clicking on coconuts to earn coins. You can use these coins to purchase upgrades that help you earn more coins automatically. There are currently three different game modes available: Classic, Competitive, and New Creature.

## **II. Game Modes**

1. Classic Mode: Click on the coconut to earn coins. Use the coins to buy upgrades from the shop to increase your coin-earning rate.
2. Competitive Mode: Play against another player. Player 1 uses the "A" key and Player 2 uses the "L" key to score points. The first player to reach 100 points wins.
3. New Creature Mode: Similar to Classic Mode, but you can upload your own image to replace the coconut.

## **III. How to Play**

### 1. Classic Mode:

- Click on the coconut image to earn coins.
- Use the coins to buy upgrades from the shop.
- Upgrades increase your coin-earning rate.
- Reach milestones to unlock special upgrades.

### 2. Competitive Mode:

- Player 1 presses the "A" key to score points.
- Player 2 presses the "L" key to score points.
- The first player to reach 100 points wins.

### 3. New Creature Mode:

- Click on the coconut image to earn coins.
- Use the coins to buy upgrades from the shop.
- Drag and drop an image file or use the file selector to upload your own image.

## **IV. Upgrades**

- Clicker: Increases coins per second by 1.
- Juicer: Increases coins per second by 5.
- Crusher: Increases coins per second by 15.
- Jackhammer: Increases coins per second by 25.
- Bountiful Blessing: Adds 4x clicks based on the number of purchased items.
- Milestone Booster: Adds 15% of the current milestone to your balance once achieved.
- Lucky Break: Rewards a random amount of coins when purchased.
- Golden Harvest: Doubles coins received from all upgrades for 10 seconds.

# **Technical Manual**

## **I. Project Structure**

- HTML Files: Contains the structure of the game pages.
  - *classic.html*: Classic game mode.
  - *competitive.html*: Competitive game mode.
  - *newcreature.html*: New Creature game mode.
- CSS File: Contains the styles for the game.
  - *style.css*: Styles for the game elements.
- JavaScript Files: Contains the game logic.
  - *script.js*: Main game logic for Classic and New Creature modes.
  - *competitive.js*: Game logic for Competitive mode.

## **II. Key Functions**

- IncrementMoney: Increases the player's money when the coconut is clicked.
- purchaseClicker, purchaseJuicer, purchaseCrusher, purchaseJackhammer: Functions to purchase upgrades.
- updateDisplay: Updates the display elements with the current game state.
- game: Main game loop that runs every second to apply upgrades and update the display.
- handleFiles: Handles the file upload for the New Creature mode.

## **III. Event Listeners**

- Classic and New Creature Modes:
  - *onclick*: event on the coconut image to call IncrementMoney.
- Competitive Mode:
  - *keydown*: event to listen for "A" and "L" key presses to score points for Player 1 and Player 2, respectively.

## **IV. Deployment**

First, ensure that all file paths are correct and accessible. The files can be accessed via GitHub [here](#). To deploy the game, you can simply click on the HTML files to launch them in your web browser. Alternatively, you can run the following commands in the terminal by going to the directory where the html file is located and then using these commands:

PowerShell:

```
start 'myfile.html'
```

Bash:

```
firefox myfile.html
```

## **V. Future Enhancements**

- Implement the Timed game mode.
- Add more upgrades and features to enhance gameplay.
- Improve the user interface and animations.