

Final Project Proposal  
"Goldfinger"

Based on: Cookie Clicker/ AdVenture Capitalist/ Tap Titans

Explanation: This project simulates the mechanics of the games Tap Titans and Cookie Clicker, with the theme AdVenture Capitalist. The primary objective here is to create a corporate empire with hundreds of Helpers and to amass lots of gold, while staving off natural disasters and robberies.

Instructions: Press **[space]** and **[enter]** for gold, press **[S]** and **[enter]** for store.  
Additional instructions will be given on screen if necessary.

Display takes up the entire terminal. Terminal will update with info every second/every press.

Some abbreviations:

- CD = cooldown
- dur. = duration

Expenditures:

- Helpers
- Can be sorted by name, value, level, and/or gold production, with greatest-lowest and lowest-greatest specification.
  - Miners
    - Produces gold **every second** (passive)
    - Have to be purchased with gold initially (user starts with 0 miners).
    - Each successive upgrade increases gold/second by the same amount, but costs more
  - Engineers
    - Increase gold per **press**
    - Have to be purchased with gold initially (user starts with 0 engineers).
    - Each successive upgrade increases gold/press by the same amount but costs more.
  - Gamblers
    - Increase chance of winning the lottery
    - Have to be purchased with gold initially (user starts with 0 gamblers).
    - Higher cost to purchase than regular miners
    - Produce less gold/sec than regular miners
    - **Cannot** be leveled
- Helpers possess upgrades, levels, and quantity

- Upgrades span an entire class of helper, so the effect is spread across all helpers of the same type.
  - Ex: A tier I upgrade to gamblers will give **all of them** a 2% boost.
- Levels apply to one specific object.
  - Ex: A level-up to an engineer will increase the stats of that one engineer.
- Buying more of a certain helper will grant you a base helper. Upgrades will apply, but it needs to be levelled.
  - Ex: Buying another miner will give you a level 1 miner (with base gold per second), but any upgrades purchased will apply to it.
- The price for each successive level/upgrade/helper will increase exponentially.
- Powerups
  - Some powerups apply to miners, some to engineers, some universal
  - Dependent on cost
  - Cooldown
  - Sharpen Picks (400) (30 seconds dur.) (1 min CD)
    - Doubles gold/second
  - Power Surge (400) (30 seconds dur.) (1 min CD)
    - Doubles the amount of gold/press
  - Extra Chips (400) (30 seconds dur.) (1 min CD)
    - Doubles odds of lottery
  - QAFee (2500 gold) (30 seconds dur.) (5 min CD)
    - Doubles rate of everything

#### Random events:

- Lottery
  - 1/2000 (about once every 30 minutes)
  - Extremely low chance to “win” a large sum of gold
- Technical Training
  - 1/100
  - All helpers get an upgrade (more gold gained per miner)
- Accidents
  - Earthquake
    - 1/1000 chance of occurring (about once every 15 minutes)
    - Randomly chooses (the floor of)  $\frac{1}{4}$  of all miners randomly and deletes them
  - Thunderstorm
    - 1/1000 chance of occurring
    - Randomly chooses (the floor of)  $\frac{1}{4}$  of all engineers randomly and deletes them
  - Bankruptcy
    - 1/1000

- Randomly chooses (the floor of)  $\frac{1}{4}$  of all gamblers randomly and deletes them
- Robbery
  - 1/10000 (about once every 2 hrs 30 min)
  - Lose all gold

Extra:

- ☐ Strikes- have to pay a certain amount for each worker you have or risk all of them quitting the job (losecon) or only one worker remaining (exponential growth to a crawl).
- ☐ Corporate Warfare- the “boss” of the game. Hire hitmen to take out the executives that are encroaching on your mines while defending yourself against attacks.
- ☐ Tax Evasion- Bribe off law enforcement that is coming after you for evading taxes. What will you do: go to court, continuously bribe them until you get caught, or will you fight back?
- ☐ Helper “sidegrades”- additional upgrades that enhance gold production (similar to lemonade stands/ newspaper stands/ car washes from AdVenture Capitalist).
- ☐ Only have to press **[enter]** to update screen.