Submission 1: A short report, describing the problem my project attempts to solve, its goals, alternative approaches to solving the problem, the chosen approach, and a justification for choosing it over other approaches (as appropriate for your case)

The Apple Production idle-game set out with the goal of being an easy to understand game that someone could pick up and use as a sort of stress relief after a long day of either work or school. An idle-game is defined as a videogame that can play itself with little interaction from the user itself outside of occasionally interacting with parts of the GUI. These games have a few different approaches on how they are presented to the user one of which being where the application shows every interactable object on the screen upon start-up but only allows the user to interact with them after they have reached a certain point in terms of progress within the game. This approach often can be overwhelming for many new users as they have no time to get comfortable with all of the options they have to interact with on the screen making the learning process very slow compared to other approaches. The approach I have taken in development is much easier for the average user to adapt to as every object the user will be able to interact with over the course of the game is only visible to the user after they have reached the point where they would be able to access the next object in the game. This means that anything the user sees on the screen can be interacted with at all times leading the user to adapt quicker to the layout of the GUI as well as every element that is on screen which in turn leads to an easier user experience overall.

Submission 2: Detailed, step-by-step, build/installation/initialization/launch instructions

Due to the simplicity of combining my javascript code into the HTML file I had for the project the only file needed to run my application is the HTML file. To run this code simply double click the html file and it should either prompt you to select an application to open the file with which will be whatever the user’s preferred web browser of choice may be or it’ll automatically open in their preferred browser that they have already defined to be used when ever running HTML code.

Submission 3: Detailed instructions how to use the software (write "self explanatory" if you are convinced it is self-explanatory)

Once the user opens the software, due to it’s intentional design, the user starts with only one button on the screen allowing there to be only one option for the user which is to click the button. From here the user will see their apple counter go up and is able to deduct that they need to do this a certain amount of times for anything else to appear. From here the next stage gives them access to another button that comes with a cost that is directly taken from their apple counter upon interacting with it and then the user will begin to see their counter for apples go up on its own from the “Producer” they just purchased. The following stage known as the shop appears after a certain amount of Producers are purchased and then once the shop has run out of options for the user to purchase the casino pops up. After enough gambling in the casino the user would reach a sort of checkpoint for stage 5 like the previous stages were if it was added on the next stage would simply appear after the user had won enough bananas (purchased the ability to acquire these through the prior stage) from gambling.