Implementation Manual

Idle Cookie Bakery is my first game that I have made through code. The game is based off of the real game "Cookie Clicker" but is a much shorter experience, requiring only about 10 minutes depending on player skill. The goal is to reach 1,000,000 cookies in as fast of a time as you can. But the game won't end if you reach that number and you can get as many cookies as you want, at least until the Long variable is overloaded.

I added my own image of a cookie and a very basic GUI. There are different properties for each upgrade.

Structure

Manifest/

  |__/Src/_____

        |__/IdleCookieBakery.java |__/Images

                                    |__cookie-idle-export.png

Manifest -> simple page to set main class so that entire project exports properly

Src -> Contains source code and images folder

IdleCookieBakery.java -> contains code for the game

Images -> Contains cookie icon used in-game

How to launch

Idle Cookie Bakery is very simple to launch. Everything was packaged into a single .JAR file that you can double click to open, assuming you have the latest version of Java (Open JDK) installed on your computer.

Game Mechanics

There are a few main mechanics. Firstly, clicking the cookie will increase how many cookies you have. You can spend the cookies on different upgrades as you can afford them. The first upgrade is a simple auto clicker. It will very lightly boost your cookies per second (cps). The price and related boosts are included in the upgrade's button. The amount of each individual building you own is on the left in brackets. The next upgrade is Grandma Susie's bakery. This works similar to an auto clicker but has a higher price and cps. But there is a not so hidden benefit to stocking bakeries. The next upgrade uses the amount of bakeries to calculate how much cps it gives. It boosts your bakeries' infrastructure. And its price is much higher, requiring you to pay 20x your current cps instead of a flat price. To encourage the player to buy more infrastructure, the last upgrade multiplies your cookies per click by 10. You can buy this 4 times, and it is the intended way to quickly get to 1,000,000. The idea is to optimize when you buy your infrastructure and how many bakeries you have when you do.

Issues- Numbers are slightly cut off at the end for some reason. Cookie icon looks okay but is blurrier than intended, and was refusing to be cropped 100% properly.

Possible additions- More upgrades, more milestones for higher amounts of cookies