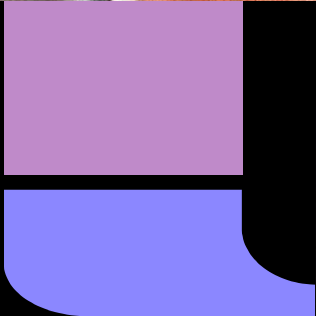




Damian Clicker

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Summary

- User clicking
- Level based progression
- Point counters
- Buyable upgrades
- Simple but easy to use GUI
- Windows exclusive game
- Cycling pictures of Damian to click
- A way to keep track of progress
 - Codes to return to certain checkpoints throughout the game

GUI aka Game Display Class

- Fairly Simple GUI
- JPGs
- Button specifically for clicking underneath main jpg (similar to “cookie clicker”)
- Buttons that carry out actions when the user activates them
- Points displayed in JFrame text fields
- Easy enough for the user to navigate without instruction

Level Class

- Each level adds an effect to each click (most of them will be more points per click)
- Color on button is altered to signify level change as well as additional text entered in a text field below the Damian JPG

Upgrades class

- Methods alter the effects each click has on the user's total points
- Once a user purchases an upgrade with required points it will not be available after purchase
- Methods may add or alter jpg images or button actions

Progress Class

- An on your honor “players” class that allows players to regain lost progress
- Buttons in a separate JFrame will let the player get as close as possible to where their progress was before they closed the game
- Accessible at all times by the user in the main GUI