

CLICKER GAME

FEATURES

REGISTER

A user must register first in order to be able to play the clicker game. A user must input their desired username, email, and password in order to register.

LOG IN/LOG OUT

A registered user may enter their username and password in order to log in and play the game. A user who is currently logged in may choose to log out of their account.

EMAIL VERIFICATION

Whenever a user is registered, their email account must be verified. A verification email will be sent with instructions to verify their email.

EDIT INFORMATION

A user may edit their account information. They may change their username or password. Changing information would require them to enter their old password.

LEADERBOARDS

A user may check the leaderboards to see players with the top X highest levels. A user may click on their usernames in order to view their profile.

SEARCH USER

A user may search for a user in order to view their profile.

VIEW USER PROFILE

When viewing another user profile, accessed through searching or leaderboards, a user can see their current level, stats, and equipped items.

ITEMS

Items can boost a player's per-click damage or have every-x-amount of click bonuses. Items have a chance to drop off raid bosses. Items only drop when players have dealt damage to the raid boss.

Item Types: Weapons, Consumables, Upgrade Materials

UPGRADING ITEMS

Weapons can be enhanced using materials gathered during playtime and offline progress.

ITEM RARITY

Items have rarity values which determine how easy they will be to obtain. Rarity values will be divided into the following (from least rare to rarest): common, uncommon, rare, epic.

SINGLEPLAYER

Players can level themselves up by in solo clicker campaigns to gain experience and items. Each campaign consists of a boss that a player has to kill.

EXPERIENCE

Players gain experience by defeating solo clicker campaigns and participating in raids.

LEVELS

Players level up upon reaching a certain amount of experience. Players may choose to upgrade a stat upon levelling up (Attack, Critical Chance, Critical Damage, or Attack Speed).

ATTACK

Attack is the player's per-click damage

CRITICAL CHANCE

Critical chance is the percentage chance to deal critical damage

CRITICAL DAMAGE

Critical damage is the amount of damage a user does when a critical hit occurs. This is computed through a multiplier.

ATTACK SPEED

Attack speed is the interval between auto-attacks (runs concurrent with manual (click) attack)

TYPING

Weapons and Bosses have typing which determines what weapon is effective on what boss. For this game, rock, paper, and scissor types will be employed. Rock will be super effective against scissors, scissors will be super effective against paper, and paper will be super effective against rock. Super effective attacks deal 1.5x attack damage and stacks with critical damage. For example: if a super effective attack is critical, where the critical damage multiplier is 2, the attack will do $1.5 \times 2 = 3$ times attack damage.

CONSUMABLES

Items that grant one time buffs on use. These can be double all damage or double attack speed

OFFLINE PROGRESS

Offline progress earns you materials used to upgrade certain items. When offline, the system automatically attacks a selected raid boss with damage done based on user's attack and frequency based on user's attack speed.

SAMPLE ITEMS

Weapons

Rock Type	Paper Type	Scissor Type
Shovel	Stick	Sword
Club	Fly Swatter	Dagger
Mace	Newspaper	Box Cutter
Slingshot	Board	Ice Pick
Pellet Gun	J's Scripture	Scissors
The BBC	Cash Gun	Laser Sword

Consumables

Atk	Crit%	CritDmg	AS
Potion of [Stat Name]			
Super Potion of [Stat Name]			
Mega Potion of [Stat Name]			
Ultra Potion of [Stat Name]			