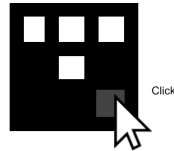
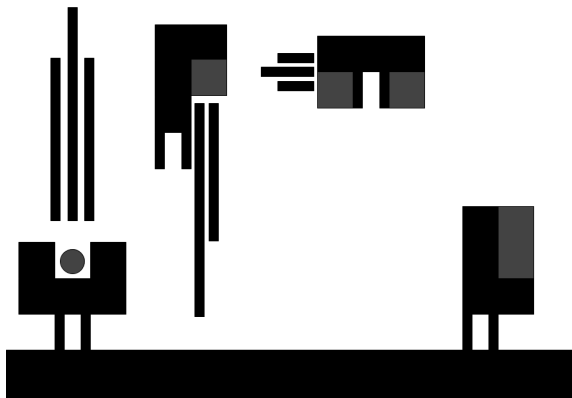


I have decided to call my game at the current time Clicky. In Clicky, the player is represented by a small, simple walking body represented with two legs. These legs are animated to provide feedback to the player. However, what's interesting is that there is a UI element in the top left of the screen, which displays a small 3x3 grid. When a player clicks on a square on the grid, the player's body will be altered as shown



The player can use this mechanic for several uses, such as fitting into moving platforms, collecting boxes, holding balls, guarding themselves from attacks, as well as others. Here is an example



Additionally, depending on the size of the player, the player will become increasingly heavy and slow, which can affect how platforms and others will be affected by the player

