

Taite Dodson
tdodson@pdx.edu

CS523 Spice Harvesting

Project Topic Area:

I've always loved idle games like Cookie Clicker, so when I saw that suggestion, I latched onto it.

Project Vision:

I'm in the middle of a reread of Frank Herbert's Dune series, and so came up with the idea of making an idle game related to Spice harvesting in the books. I already have a few ideas for different purchases, such as individual tools at the lowest level, groups of Fremen above that, and Spice Harvesters at one of the highest levels. Spice Melange will serve as the game's currency that increases on click and passively.

I plan to have this run in the terminal with text input to manipulate it. I'd let blank entries count as clicks, then enable a few text commands to open different menus. For example, I'd have "Shop" display what is available to buy, their cost, and what they provide. I can also see myself needing a "Buy [item]" command to buy the items from the shop. I plan to have a main screen that lists the current amount of Spice Melange obtained and the amounts of each item purchased. In an ideal scenario, the Spice Melange counter will be constantly updating, but at the very least, I will have it update

with each text entry, using the system clock to measure the amount earned since the last reset.

The main purpose of idle games is to run in the background, so I will use a save system that creates and edits a file in the current directory to keep track of Spice Melange, inventory, and the time it was saved. On program start, it will search for this file and input the data into the program, along with providing currency from the passive income they've received while not running the program.

Concerns:

The current biggest concern for me is whether I can have the currency, Spice Melange, increase while awaiting text input instead of only refreshing when something is entered. I've never done this myself, but I'd imagine it's possible with a library of some kind. If this is not possible, I will have the number increase after each input.

Github Repo:

<https://github.com/dodsonta/CS523-Spice-Harvesting>