

COVID CLICKER USER MANUAL

Game Developed by *Temporary Team Name*:

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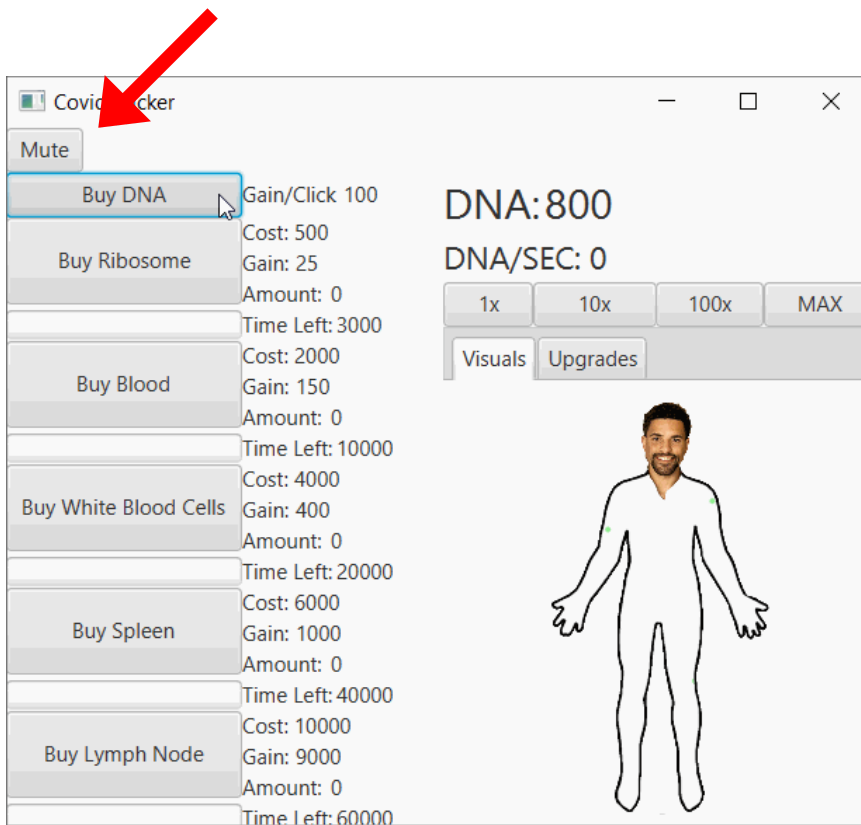
We decided to confront an age old problem: Boredom. Our solution was a simple one. Make a game that never ends. Of course this left us with very few options to the games we could make, and we settled on an incremental game. The idea of an incremental game is to buy objects that make money for you. Most incremental games include a button or some other way to manually make money as well. The more money you make, the more producer objects you can buy which makes you more money!

In order to learn what makes up the key components of these games, we decided to look at two of the larger, and more well known, games in this space: Cookie Clicker and Adventure Capitalist. Both of these games had more features in them than we could hope to include in ours, so we looked at the broad strokes of the game to identify the main aspects of them. First, and most importantly, these games always have a multitude of these “producers”. Each producer type will cost more than the previous type cost, but it will also produce more money for you. Also, every time you buy one of these producers, the cost of subsequent producers of the same type will increase. Another key feature in these games are upgrades. This is an alternate way to spend your money, however instead of creating more producers, these upgrades will improve the amount of money a producer will make. We also took note that since these games can often deal with large amounts of money and buying many producers all at once, developers will include an option to buy producers in batches, such as 10 at once. While not needed for the operability of these games, it certainly helps with the useability of them and improves the players experience with the game. Finally, we noted the last major element of these games is a way for the player to directly interact with the game to earn money. While different games

approach this aspect differently, we decided that Cookie clicker's approach made the most sense for us. Their approach involves a button for the user to click and manually make money. This is also where we start our game off, forcing some minimal interaction with the user before they can start producing without clicking.

Instructions:

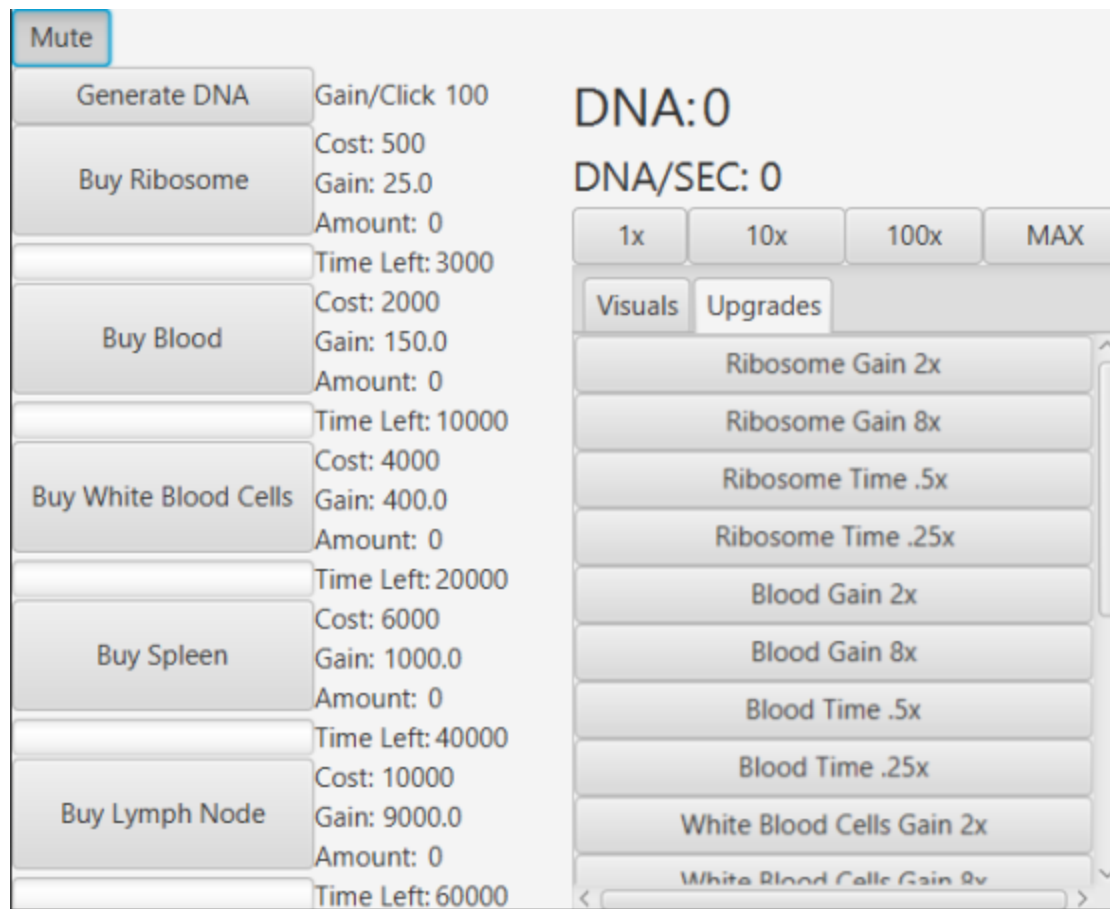
When you first launch the program you are greeted with a bright white screen with a bunch of buttons. On the top you will notice a mute button. This mute button allows you to mute the background audio of the game. Ex:



Under the mute button you will notice the Buy DNA button. You should press this button to start generating your own DNA. At the beginning, this button will generate 100 DNA per click. You will notice that this updates your current DNA amount displayed at the top right next to "DNA:".

Clicking this button 5 times will yield you 500 DNA, enough to purchase the first producer. Also, your progress towards producing DNA is displayed for each producer with a blue bar that gradually fills. At this point you can click the "Buy Ribosome" button to purchase your first producer. After buying the Ribosome, it will automatically generate 25 DNA every 3 seconds. You can see your current generated DNA per second at the top right next to "DNA/SEC:". At this point, you can choose to keep clicking "Buy DNA" to generate your own DNA or leave the game to generate its own DNA. Eventually you will have enough DNA to purchase the second producer and so on. Also, if you wish to purchase more than one of each producer this can also be done by just pressing the respective Buy button again. When you purchase a producer, the cost goes up for the next producer of that type ie. buying the third Spleen will cost more than the first Spleen. On the right you may also notice buttons that say "1x", "10x", "100x", and "MAX". Each of these buttons will change the number of producers you purchase when you press buy. Clicking the button "100x" and then pressing "Buy Lymph Node" will purchase 100 Lymph Nodes assuming you have sufficient funds. If you do not have sufficient funds, it will purchase however many you can afford at the time of purchasing. The "MAX" button will purchase the maximum amount of a producer you can buy at the time of purchasing. As you purchase more producers you will notice that your amount of DNA generated per second increases. Underneath the different buy amount buttons, you will see two tabs labeled "Visuals" and "Upgrades". The visuals tab is selected by default and will display a visual of the human body with the lovely Chris Dancy's face as the head. The more producers you buy, the more dots will appear within the outline of the body giving you a visual representation of your DNA per second. Each producer also has its own colored dot within the body. Clicking on the "Upgrades" tab will open the upgrades menu.

Ex:



This menu shows the possible upgrades for each producer. Each producer's upgrades are listed here. Purchasing Each upgrade is simple. Pressing "Gain 2x" for any of the producers will double the generation per second of that producer. "Gain 8x" will increase the DNA generation per second of that producer by eight times. Pressing "Time .5x" for any producer will cut the time it takes that producer to generate DNA in half. Pressing "Time .25x" for any producer will change the time it takes that producer to generate DNA into a quarter of its previous value. You can only purchase each upgrade once but they do stack to maximum totals of 16 times the DNA per second for each producer as well as reducing the time to 0.125 of its original value.

