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CMPT_220L_111

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<div align="center">Proposal</div>

I had a hard time thinking about what I wanted to do for my final project. I looked through the textbook to get somewhat of an idea of what I wanted to do. After looking at chapter 15 I decided I wanted to my final project to be a game.

The game would be a clicking based game of some sort. A clicking based game is a game that relies on simple clicking actions by the user, and nothing more. It's a very beginner friendly game. That is part of the reason I wanted to do this. I want this game to entertain my little cousin when I next see her. The way I see programming is as a pain while coding it, but once it's finished, it's the best feeling. I want to pass my feeling of success when I finish this project to my cousin when she finishes defeating the final boss.

My game will start with decision by the user to start the game. After the user presses start, an enemy would pop up. Every time the user clicks on the enemy, the enemy loses 1 health. Once the enemy gets to 0 health, he/she would be defeated. When the enemy dies, there's a chance for a new item to spawn. If the item spawns and you equip it, then your click deals a set amount of increased damage to the enemy depending on what item you equip. My game will have a total of 5 enemies until the game it beat. There will be 3 enemies with low health pool, making it easy for the user to understand the game. After defeating the 3 low tier enemies, a sub-boss with a medium health pool will appear. After defeating the sub boss, the final boss will appear with a high health pool. Once the user beats the final boss. He will be congratulated for beating the game.

Make sure that your game has randomness included so you can play many times without learning the sequence of steps to beat it.