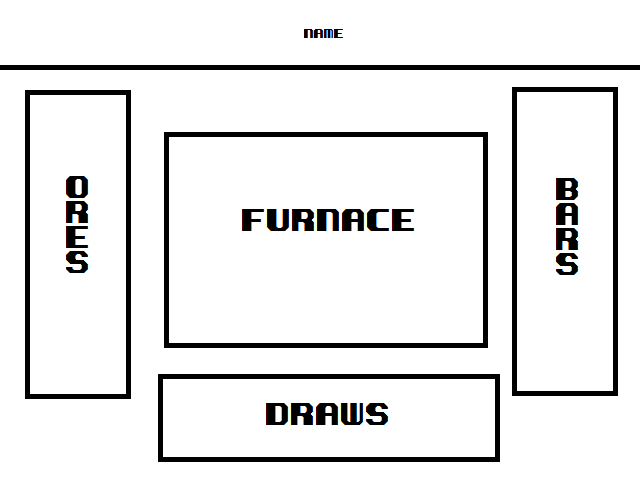
GDD

TapTap

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6. **Gameplay**
   1. **Name of the game:** TapTap
   2. **Objectives:** You will start with just a hand. Catch some other ores, transform then on bars and build a more efficient pickaxe! In the game, your objective is: upgrade your currently pickaxe to extract more hardener ore and consequently, earn more cash!
7. **Menus** 
   1. **Game menu**
      1. **Components**
         1. OBJ\_ore
         2. Black boxes
         3. Left hidden menu
         4. Change screen button
         5. Arrows
      2. **Draws**
         1. Name
         2. Money
         3. Ore life
         4. Atual damage
   2. Smelting Menu
      1. Concept:
      2. Behavior: Click on the ore -> smelt in the furnace -> go to the bar menu
      3. Components
         1. Furnace
         2. Ores
         3. Bars
      4. Draws
         1. Heat: temperature of the furnace
         2. Bars per minute
   3. Shop Menu
      1. Selling itens
         1. Autoclicker
         2. Fuel (heat)
   4. Blacksmith menu
8. Ore rocks
   1. Clay
      1. Name: “Clay ore”
      2. Life: “x”
      3. Money drop: “x”
      4. Description: “Clay soft enough to mould”
   2. Rock
      1. Name: “Rock ore”
      2. Life: “x”
      3. Money drop: “x”
      4. Description: “Minerals conglomerate without much value”
   3. Tin
      1. Name: “Tin ore”
      2. Life: “x”
      3. Money drop: “x”
      4. Description: “A mineral”
   4. Cooper
      1. Name: “Cooper ore”
      2. Life: “x”
      3. Money drop: “x”
      4. Description: “A mineral”
   5. Coal
      1. Name: “Clay ore”
      2. Life: “x”
      3. Money drop: “x”
      4. Description: “Clay soft enough to mould”