

Slime Clicker

Project Documentation

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Title:

Slime Clicker

Description / Features:

Slime Clicker is an idle-type game based on the classic trope of a band of adventurers adventuring to earn gold by killing slimes, pilfering from dragons, and general baddie-fighting.

During the game the player can hire adventurers to help them on their quest to obtain more gold. They can also upgrade their adventurers to make them more effective at making gold.

Players also have a chance of encountering a gold slime, which will immediately boost their cash reserves substantially.

Application:

The game is really just relaxing and somewhat mindless fun.

Premise:

Have you ever wanted to grind for gold, but actually have fun doing it? This is the game for you!

Genre:

Idle / Clicker Game

Platform:

Python on Windows, though with some work it could be ported to Mac.

Audience:

This game is pretty simple so the audience is fairly broad, probably people aged 12 - 99

Rating:

E for Everyone- This game is relaxing and does not touch on any mature themes(Unless you count clicking the slime as cartoon violence)

Player Mode:

Singleplayer only

Time Interval:

Real-time adjacent though timing does not play a large role for anything other than gold slimes.

Backstory:

The player character is tired of all the slimes infesting their village / city / realm and sees a lucrative business opportunity in dealing with them.

Character Descriptions:

Purple Slime - The coolest of the slime colors, this slime has consumed a little bit of gold which it will drop once it has been clicked by the player character.

Gold Slime - A rare slime that has consumed so much currency that it has actually turned gold. Much like the purple slime, it will drop that gold when clicked.

Player Character - A guy who came to click slimes and chew bubblegum - and he's all out of bubblegum.

Competitive Analysis:

The biggest competitor in the market would be Cookie Clicker. This game has far superior flavor and is also coded in python instead of javascript, which makes it cooler.

Rules:

Players: 1

Age Range: 12-99

Length of time: Infinite

Victory/Loss: N/A

Gameplay - Click the slime until you have enough GP to purchase a building, then produce more GP through clicks and buildings.

Scoring & Game End: Probably N/A, though the game probably ends when you reach the upper limit for Python integers.

Challenges:

N/A

Strategies:

Click until you have a few bards and maybe a fighter, then go make dinner or take a shower or something and come back to a large hoard with little to no effort.

Theory:

Luck plays a large role as gold slimes can be a huge amount of cash if you have good reserves built up.

User Interface:

Players can click on the slime and access various menus, which are shown at the beginning and accessible at any time.

Audio:

Nope

Future Updates:

Icons for buildings and upgrades may be added at some point, as well as the ability to save your game.

More achievements, buildings, and upgrades can also always be added, as well as more golden slime effects.