# Slime Clicker

Can you click the slime?

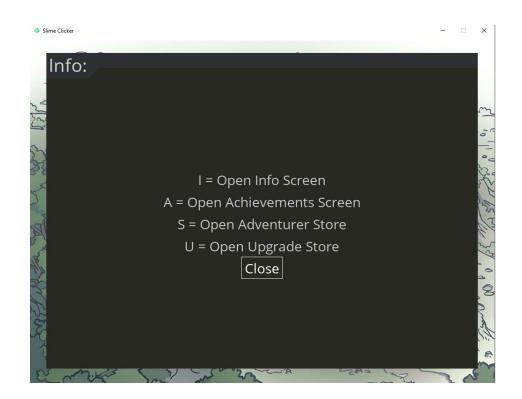
# Click that Slime to Win!

- The player will try to accumulate as much gold as possible
- The player will hire adventurers and upgrade them to earn gold
- The player can also get gold themselves by clicking on the main slime
- Players can also get gold by clicking on the gold slime which sometimes appears



#### Info Menu

- Shows users all important keybindings as soon as they start the game.
- Can be accessed at any time by pressing I, as noted on the screen.



## **Building Menu**

- Allows players to purchase buildings
- Shows how many of a building the player has in parenthesis
- Also shows the price of each building, and updates them to be more expensive as each building is purchases

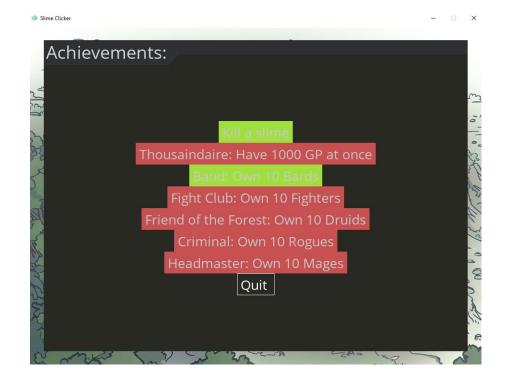
Adventurers:

| Bard(0): 10 |
| Fighter(0): 110 |
| Druid(0): 1200 |
| Rogue(0): 13000 |
| Mage(0): 250000 |
| Quit

Slime Clicker

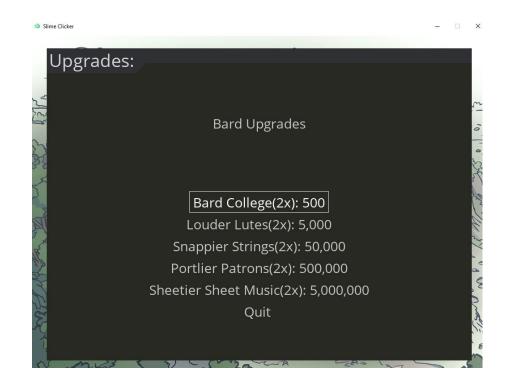
#### Achievements Menu

- Keeps track of the player's achievements
- Updates to show obtained achievements in green and unobtained ones in red
- Can be accessed at any time by pressing 'A'



## Upgrades Menu

- Players can also upgrade their buildings, which will make them more efficient
- Players can access the upgrade menu with the 'U' key
- Upgrades get progressively more expensive, but stack to make buildings very powerful



### Credits

Background was retrieved from 2minutetabletop

Slime Pixel Art was retrieved from opengameart.org

The purple slime used for clicking was created by user serenajeanne

The Green Slime used as the logo was created by user CalciumTrice, @calciumtrice on twitter and tumblr