

# Window Cleaner



By: Manuel Lorenzo, Daniel Laplana, Iñaki Romanos y Enrique Azcón

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## **Introduction**

"Window Cleaner" is a fun and engaging game that will have you hooked from the moment you start playing. The objective of the game is to clean the dirt that randomly appears on windows. Players use their mouse to click on the dirt, earning money with each successful cleaning. As they earn more money, they can purchase upgrades to improve efficiency.

The game features colorful graphics and a catchy soundtrack, which makes the game even more enjoyable. The dirt appears in different shapes and sizes, as you progress in the game, more dirt appears per window, making them harder to clean, challenging players to think fast and come up with new strategies to clean them.

The game also features an upgrade system that allows players to improve their cleaning tools and purchase power-ups to help them clean even faster. These power-ups include things like improving the spray power, RoboClean, and getting a raise to earn more money.

Window Cleaner is not only a game that will keep you entertained for hours but also a great way to improve your reflexes, and hand-eye coordination. It's the perfect game for people who love the satisfaction of a job well done, and the thrill of beating their high scores.

## **MDA**

### **1. Mechanics**

- a. Clicking on the dirt that appears in the windows is the main objective of the game and one of the principal mechanics of the game.
- b. Buying RoboClean to earn money without clicking. This allows the player to earn money passively, even when they are not actively playing the game. This mechanic adds a layer of replayability to the game, as the player can continue to earn money and make progress even when they are not actively playing.

- c. You can upgrade your spray to increase the rate at which the player cleans dirt. This allows the player to improve their performance and efficiency in the game, making it faster for them to earn money and progress through the game.
- d. You can “get a raise” to increase the amount of money you earn per dirt clean. This allows the player to improve their performance and efficiency in the game, making it easier for them to earn money and progress through the game.

## **2. Dynamics:**

- a. Currency system: The game centers around the theme of cleaning windows by clicking on the dirt to earn money. As the player earns more money, they are able to purchase upgrades which also help him earn money even faster and buy even more upgrades. Also in the game you can see the amount of money you have made since you started.
- b. Upgrade system: Allows the player to improve their performance and efficiency in the game by purchasing various upgrades with the money they have earned. As the player earns more money, they are able to purchase upgrades which also help him earn money even faster and buy even more upgrades. Upgrades also affect each other, so there is a layer of interaction and strategy within this system.
- c. The Speedrun system: This feature allows players to race against their personal best times. This adds an additional layer of competition and

replayability to the game, as players can strive to improve their speed and efficiency. The game can be considered completed when Spray Power reaches level 18 and all the RoboCleaners reach level 40.

- d. Sound system: When you click in the dirt or when you upgrade your spray, Roboclean, or you “get a raise” it makes a sound effect.
- e. Damage system: If you increase your level of the spray your clean power increases this improves your efficiency and reduces the amount of times that you have to click in the dirt to clean it.

### **3. Aesthetics:**

- a. Sound effect: The game's sound design plays a significant role in the overall aesthetic experience. The sound effects used in the game, such as the satisfying noise when the player clicks on dirt or when it fully cleans a stain, helps the player to immerse in the feeling of being a window cleaner. Also the background music is also fitting and well-crafted, adding to the overall aesthetic appeal of the game.
- b. The animation when you click on the dirt is smooth and helps the player immerse in the feeling of cleaning windows making the gameplay more satisfying and enjoyable. Also it gives realism to the game.
- c. Slowly controlling the game: Purchasing upgrades and new equipment adds a sense of progression and accomplishment, as the player is able to improve their equipment and become a more efficient window cleaner. The Spray

sprite change when you upgrade the Spray Brand helps accomplish this feeling as it clearly shows progression.

## **Design**

The game loop in "Window Cleaner" is relatively simple. Players start by cleaning the dirt that appears on the windows. The dirt appears in random locations on the screen and players must click on it to remove it. As they remove dirt, they earn money, which can be used to purchase upgrades to help them clean faster and more efficiently.

The primary loop in the game is the cleaning of the dirt and earning money. This loop is repeated indefinitely, allowing players to continue playing as long as they desire.

The secondary loop in the game is the upgrade system. Players can use the money they earn from cleaning dirt to purchase upgrades for their cleaning tools to help them clean more efficiently. This loop is repeated as players earn more money.

Overall, the game loop in "Window Cleaner" is simple and easy to understand, but the secondary loops add depth and replayability to the game, making it more engaging and challenging for players.

## **Why is our game Different**

In short, our game stands apart from other clickers due to several unique features. First of all, instead of having just one place to click, it has 9 different windows the user can interact with. Also, instead of having to click on the same place over and over again, in his game the user has to aim and clean up dirt on the windows. Second, in our game, autoclicks are customizable, allowing the user to choose the column and row they want them to work on. Lastly, each click power improvement is visually reflected in the look of the spray, making user progress more apparent.