

Sprint 2

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Background

Goal: help Kanye West raise \$53 million and get out of debt, 1 click at a time

Gametype is based on existing popular games such as “Cookie Clicker” (<http://orteil.dashnet.org/cookieclicker/>).

To collect money, players must click an image of Kanye’s face as quickly as possible. They can then reinvest their money into power-ups and items that can increase their clicking speed and passive income rate. Users will attempt to reach the target number in the quickest amount of time and can view a global/friend leaderboard.

Head-to-head: users can compete against random opponents online or their own friends. Players can use their money to either buy power-ups or send debuffs to their opponents.

Sprint 2: Goals

- ❑ Clean up single player mode
- ❑ Start developing multiplayer mode
- ❑ Increase interaction with server

Sprint 2: Completed

- ✓ Clean up single player mode
- ✓ Develop multiplayer mode
- ✓ Increase interaction with server
 - Send signal instead of dollar amount when Kanye's face is clicked
 - Added a dynamic leaderboard for single player mode

Final: Goals

- ❑ Deploy to EC2
- ❑ Finish multiplayer mode
- ❑ User testing for feedback on concept, user interface design, etc.