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Website Name: Fruti-click

Description (5 sentences):

Fruti-click is a cookie clicker parody game that is based around the frutiger aero aesthetic. This game is going to save the players data and load it back up when they log in again. The main premise of the game is clicking to get points that will then be used to buy stuff from the shop. The shop is going to have upgrades and automate the clicking process. There is going to be some random events that occur as well. The main goal is trying to get the final item in the shop.

List of Page Names (5):

main-game, shop, settings, tutorial, stats

Description of Stored Data:

I am going to be storing account objects. These accounts are going to hold the following data, name, login credentials (password and username), purchases from the shop(count of each item), settings customization, and stats about their game like point count and start date.