Unlimited Headpat Stream aka Girl\_dm\_ simulator

* TODO
  + Make chat/redeems that need interaction clickable and give xp
  + Also the general shop upgrade list
* Design
  + *TL;DR do some content planning in excel*
  + Start with just DM and 25 chatters. 1 redeem every 5 seconds. At
  + Tier/progression tracker – X number of chat members = speed of redeems, speed of chat, percent of randos vs subbed chat
  + Engine design – X chat means Y rate of headpats means Z required speed to use them at. Viewer count and total headpats redeemed as milestones for something. Would be logical if more viewers = better ways to get headpats, more redeemed headpats = more ways to redeem headpats.
  + At a high level everything is to fund more headpats. Maybe redeem upgrades is like Stream, so you can have twitter reminders, face stealing, ramen sponsorship,
  + Maybe it’s all powered by clout lmao. So X headpats = Y clout, which you can spend on better redeems or better stream stuff
  + Maybe this needs a small excel doc for everything that relates to DM, and then what that could entail. Because there could be a ton of shops or just one. Maybe it’s one shop with tabs?
  + Announcements should also be for milestones

Elements

* Chat wall
  + Mostly random chatter – need list
  + Some interactive chat – buttons to click
  + Add mods to click for you or pre-click?
* Pat system
  + Click DM to +1 the combo
  + Can click to max count of headpats redeemed
  + When stopped shift from redeemed to redeemed so far
  + Maybe auto clickers will click x times after a click? IE they will keep clicking for a full second after you stop clicking
* Shop
  + Upgrades – auto patters, crit pat value, crit pat chance, chat commands
  + Redeems – headpat, headpat x5, headpat x10, special interactive things
* Viewers
  + +- a handful of viewers per 15 sec or something
  + Lose viewers if you don’t interact with chat wall? Or certain ones are bonus viewers, and others are avoiding losing viewers. (this is a clicker, we want number to go up)
  + Maybe the not pat redeems are interactive too, and will be done by DM if they reach the top, but if you do them early you get bonus viewers
  + Number of viewers increases redeem speed and type? More options for what chat stuff comes up
  + % chance someone does something fancy like follow or gift subs