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Bit Clickr

Bit Clickr is a game that is very similar to Cookie Clicker (<http://orteil.dashnet.org/cookieclicker/>). Bit Clickr differs in that it allows the user to purchase a buyable ending! My initial vision of the game was to have a lot more variables on the strategy of how to maximize gaining bits in the game. I envisioned having separate components with power, efficiency, and temperature outputs such that you can buy upgrades to improve your bit clickr in many different ways. Instead, I went down the path of having upgradable bit rate upgrades (the amount of bits you can gain automatically per second), 4 distinct upgrades to be exact.

The first upgrade, bit clicker costs 15 bits initially and yields an output of .1 bits per second. The second upgrade, bit chomper costs 100 bits initially and yields an output of 1 bits per second. The third component, bit payload costs 1000 bits initially and yields an output of 8 bits per second. The fourth and final component, bit miner costs 10000 bits initially and yields an output of 42 bits per second. After buying an upgrade for the first time, the next upgrade cost (in bits) is increased by a ratio.

The ratio for each upgrade is as follows:

- Bit clicker -> $\frac{1}{6}$
- Bit chomper -> $\frac{1}{6.6}$
- Bit payload -> $\frac{1}{8}$
- Bit miner $\frac{1}{10}$

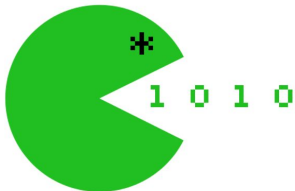
Thus, as you buy more expensive upgrades, their price does not increase as much as some of the cheaper upgrades. All of the upgrades feature auto clicking, meaning their yield is automatically awarded to your bit amount. The buyable ending costs 50,000 bits and will user progression will be reset upon winning the game!

The player can also click the bit clickr to gain more bits. One click yields one bit. I wanted to add upgrades that allowed the player to yield more bits per click on the bit clickr, but I ran out of time before I could implement this.

Bit Clicker:



Bit Chomper



Bit Payload



Bit Miner

