

Circle Click Fun Facts

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Game Identity / Mantra:

The purpose of this game is to increase interactivity in my portfolio, and reward players with fun facts to get to know me!

Mechanics Summary:

Based on "Osu!", I want players to play a short circle clicking game where it keeps track of your score, and offers a reset button to restart your game.

Features:

The game window will state something along the lines of "Play the game to get to know me!" to give visitors incentive to interact with me before looking at my work. Sets the tone as fun, casual, and friendly. Will feature as many fun facts as I can think of without being repetitive.

Interface:

The game will be played entirely with a cursor, or through touch on the mobile website. It is placed in a small window next to the hero page next to a headshot of myself. In the future, I want to create a new portfolio section titled "game-dev" and will move it down there, replacing it with a fun animation instead. The reset score button sits outside of the game window. The first circle will always be in the very center of the board.

Art Style:

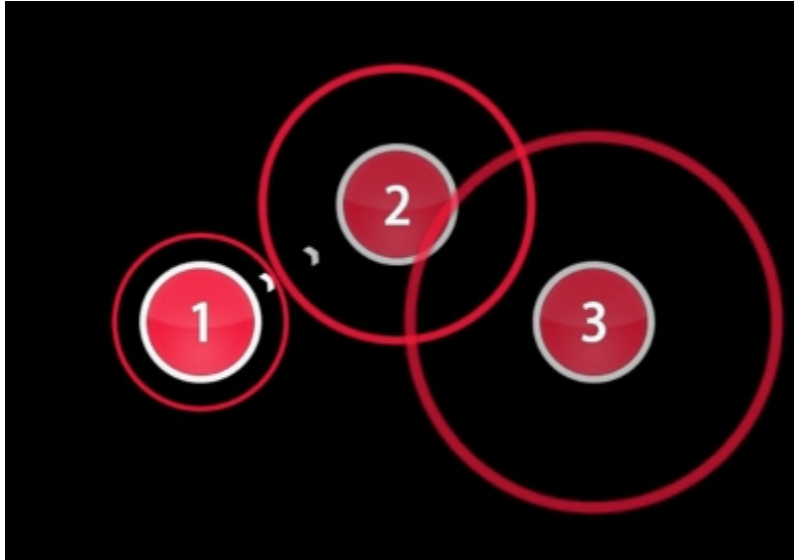


Image from [Osu! official FAQ](#)

Based on the popular circle clicking game “Osu!”, but without the rhythm game components. Also reminiscent of aim trainers, another genre of games I am very fond of.

Sound:

Includes satisfying popping sounds when each circle is clicked, with a mute button available to keep the website silent.