



project description -- You click and click until it gets bigger and bigger and before you know it, the egg hatches. BEEG YOSHI has been born. You accidentally released him to the INTERNET where he will become a virus and slowly start spreading his influence throughout the whole world.

Characters -- Random Bystander (The player of the game and main character), BEEG YOSHI, YOSHI EGG, Princess peach. More to be determined

Story – POV: It seems like you are playing a normal egg clicker game but you don't realize that the more you click on it, the more dangerous "it" becomes. You just thought this was a normal nintendo game. But then again, some weird person wearing nothing but Yoshi merch sold the game to you but you thought nothing of it. At least until you finally finish the egg clicker game and lo and behold, oh god, please no, BEEG YOSHI hatched from the egg.

**Story progression** -- You will just be a random person who buys an off-brand game, but then you slowly but surely realize it was the worst decision of your life.

Gameplay mechanics -- 1 paragraph summary

**Cookie clicker game mechanics.** We will add in some power ups to increase the amount of clicks on the game. We will also add in a platformer/shooter type level for the epic battle against BEEG YOSHI. You can summon allies like Princess Peach and Mario to help you in this final stand against BEEG Yoshi. More will be added later as we revise mechanic ideas :)

