

Nee Doe Clicker — Project Summary

Nee Doe Clicker · Project summary · Nick May

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Nee Doe Clicker

What I'm working on: a cute, squishy idle / clicker game for iPhone, built in SwiftUI

Status:

In active development

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Platform:

iOS (Swift / SwiftUI)

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Size:

~7,200 lines of Swift across 20 files

The pitch

Tap a squishy Nee Doe toy to earn

Squish Points

, spend them on upgrades that make each tap

stronger or earn points automatically, unlock new characters, and eventually

Rebirth

for permanent

cosmic bonuses. The focus is on satisfying feel: squash-and-stretch animation, particles,

haptics, and

sound on every tap.

Core gameplay

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Tapping:

squash/stretch animation, floating "+N" numbers, critical hits ("CRITICAL SQUISH"), and a

Squish Frenzy

combo mode for fast tapping.

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13 upgrades

in two tracks: tap power (2x Clicker, Power Squish, Combo Tap, Bigger Nee Doe) and

passive income (Auto Clicker, Farm, Factory, Rocket, Squish Lab, Portal, Galactic Squish Core, Infinite Jelly Machine). Costs scale 15% per level.

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Idle progress:

earns points while the app is closed (capped at 8 hours) with a welcome-back popup.

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Upgrade synergies

(e.g. Farm

?

Factory, Rocket

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Portal) reward building combinations.

Progression & replayability

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Rebirth system:

reset a run to earn

Star Dust

, a permanent currency. The rebirth threshold grows

×1.5 each run.

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Star Dust shop:

permanent meta-upgrades (Nova Grip, Idle Orbit, Comet Core, Pulse Engine, Warp Bargains).

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Constellation tree:

unlockable nodes like North Star, Comet Trail, Lucky Moon, and Deep Void.

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Character collection:

10+ unlockable Nee Doe designs (Blue, Pink, Orange, Duck, Kitty, Galaxy Slime, and more). Collection milestones give production bonuses.

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Achievements & milestones:

tap counts, first frenzy, upgrade counts, rebirth counts, Star Dust totals.

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Daily engagement:

login streaks with bonuses, rotating daily events (Factory Week, Tap Storm, Crit Carnival, Bargain Orbit), goal cards, and a first-time tutorial.

Look & feel

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Custom illustrated character sprites plus building art (Farm, Factory, Lab, Rocket, Portal) and a new

app icon.

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Animated scenes for each passive upgrade: auto-clicker cursors, bouncing farm Nee Does, factory workers, rocket launches, lab bubbles, portal effects.

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Color-reactive animated background, glow rings, confetti, and glass-style shop cards.

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Haptic feedback and sound effects for taps, crits, purchases, and milestones.

Screens

Main game

Nee Doe, points, goals, event and achievement cards, rebirth button

Upgrade Shop

Tabbed shop for tap power, passive income, and characters

Stats

Stat grid, milestone checklist, character collection

Rebirth

Star Dust meta-upgrades, constellation tree, run summary

Settings

Sound/haptics toggles, reset save, parental gate for outside links

Under the hood

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SwiftUI app with an ObservableObject game engine split into Gameplay, Progression, Balance, and Persistence modules.

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All balance numbers kept in one tuning file so the difficulty curve is easy to adjust.

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Local save/load, big-number formatting (K, M, B ? nonillion), and sprite preloading for smooth animation.

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App Store prep started: privacy manifest, entitlements, and a parental gate (the game is aimed at a

young audience).

Timeline & what's next

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May 16, 2026:

project started. First complete playable version built the same day (upgrades, shop, stats, settings, idle income).

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Late May 2026:

added character sprites and building art, rebirth / Star Dust meta-progression, achievements, daily events and streaks, and the passive-upgrade animations.

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Next up:

commit and polish the latest work, add more tests, tune the balance, add custom audio, and get ready for TestFlight / App Store.