

Scutum MidPoint Check

Instructions to Run the Code:

1. Download the zip file and extract the ClickerApp folder into your AndroidStudioProjects directory.
2. Open Android Studio, then open ClickerApp in Android Studio.
3. Run the app using one of the built-in emulators (Default shortcut to run app is Shift+F10)

When the Game is Running:

1. Press the orange button to begin
2. Press the orange button repeatedly to play the game
3. The number of presses is shown at the top right, and the amount of currency you have is shown at the top left. The hamster level is at the top middle.
4. Each press gives you a certain amount of money. The amount of money per press will increase as you level up (not yet implemented). Leveling up can be achieved by reaching a specified total amount of money.
5. Abilities and upgrades will unlock at certain levels. Money can be used to purchase upgrades which give money every second. Here is a more detailed layout of how the game progresses (must be logged into oregonstate.edu google account to view):
<https://docs.google.com/document/d/1gkz417wCuelexaGblkPAfTk8V8akt5JOcZZeRit1u7c/edit>

Project Status:

Implemented:

- Almost every piece of artwork has been created and partially implemented
- Music has been created
- Sound effects have been created
- Leveling system has been implemented
- Basic functionality of the game (pressing the button and accumulating clicks/currency)
- Testing for existing functionality of the game
- UI layouts and canvas
- Unlocking abilities

To-Be Implemented:

- Unlocking upgrades

- Upgrades accumulating currency every second
- Player should receive money earned from upgrades while the app is closed upon restarting the app
- Ability functionality, animations, cooldown text
- Sound effects and music
- Pop-ups when the player levels up
- Implement achievements and host on Google Play store (if there is enough time)