Madden 04 - Team Members:

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Github Link:

https://github.com/Jwhite48/MaddenClicker

Youtube Link:

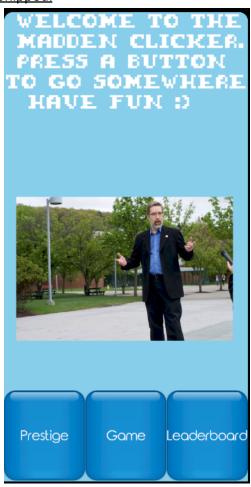
https://youtu.be/vOukoMxDT

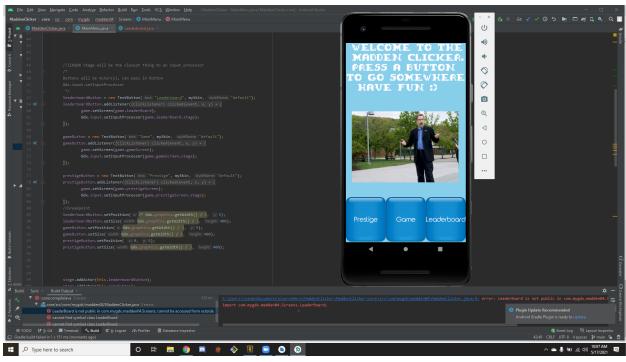
Description:

MaddenClicker is a cookie clicker clone. The main menu screen allows the user to navigate through the app between various screens. The game screen allows a user to accumulate points by clicking Prof. Madden's face at the center of the screen. The leaderboard displays the top scores of players based on their number of clicks. The prestige screen allows the user to reset their points if they reach a certain number of Maddens.

ScreenShots:

Main Menu Screen & Code Snipped:





Game Screen:

```
if(Gdx.input.justTouched()){
    int x = Gdx.input.getX();
    int y = screen_height-Gdx.input.getY();
     \hspace{0.1cm} \textbf{if(x>} maddenX \hspace{0.1cm} & \hspace{0.1cm} \&\& \hspace{0.1cm} x< maddenX+ maddenNeutralFace.getWidth() \\
             && y>maddenY && y<maddenY+maddenNeutralFace.getHeight()) \{
        maddenTouch = !maddenTouch;
        score += number0fPlus0nes + 1;
        prefs.putLong("score", score);
        prefs.flush();
    }else if(x>0 && x<plus0ne.getWidth()
                 && y>0 && y<plusOne.getHeight()){
        plusOneMethod();
    }else if(x>plus0ne.getWidth() && x<plus0ne.getWidth()+additional.getWidth()
                 && y>0 && y<additional.getHeight()){</pre>
        additionalClicksMethod();
    }else if(x>plus0ne.getWidth()+additional.getWidth() &&
                 x<plus0ne.getWidth()+additional.getWidth()+moreMaddens.getWidth()
                     && y>0 && y<moreMaddens.getHeight()){
        sound.play();
    }
}
if(maddenTouch){
    game.batch.draw(maddenSmileFace, maddenX, maddenY);
}else{
    game.batch.draw(maddenNeutralFace, maddenX, maddenY);
```



```
public void plusOneMethod(){
    if(numberOfPlusOnes < LEVELS_PLUSONE.length && score >= LEVELS_PLUSONE[numberOfPlusOnes]){
        score -= LEVELS_PLUSONE[numberOfPlusOnes];

        prefs.putLong("score", score);
        prefs.putInteger("numberOfPlusOnes", ++numberOfPlusOnes);
        prefs.flush();
    }
}

public void additionalClicksMethod(){
    if(numberOfAdditionalClicks < LEVELS_ADDITIONALCLICK.length && score >= LEVELS_ADDITIONALCLICK[numberOfAdditionalClicks]){
        score -= LEVELS_ADDITIONALCLICK[numberOfAdditionalClicks];

        prefs.putLong("score", score);
        prefs.putInteger("numberOfAdditionalClicks", ++numberOfAdditionalClicks);
        prefs.flush();
    }
}
```

LeaderBoard Screen:



```
prefs.fush();

newestscore = prefs.getLong( key: "newestScore");

HSscore1 = prefs.getLong( key: "HSscore1");

HSscore2 = prefs.getLong( key: "HSscore2");

HSscore3 = prefs.getLong( key: "HSscore3");

if (newestscore > HSscore1){
    prefs.putLong( key: "HSscore1", newestscore);//update hsscore1
    prefs.flush();
    HSscore1 = prefs.getLong( key: "HSscore1");

} else if ((newestscore > HSscore2) && (newestscore < HSscore1)){
    prefs.putLong( key: "HSscore2", newestscore);
    prefs.flush();
    HSscore2 = prefs.getLong( key: "HSscore2");

} else if ((newestscore > HSscore3) && (newestscore < HSscore2) && (newestscore < HSscore2) &
    prefs.putLong( key: "HSscore3", newestscore);
    prefs.flush();
    HSscore3 = prefs.getLong( key: "HSscore3");
}
</pre>
```

```
public LeaderBoard(MaddenClicker m) {
    prefs = Gdx.app.getPreferences( name: "game preferences");
    this.game = m;

stage = new Stage(new ScreenViewport());
    leaderboard = new Texture( internalPath: "leaderboardicon.png");
    metal = new Texture( internalPath: "oneicon.png");
    backtexture = new Texture(Gdx.files.internal( path: "backbtn.png"));
    maddenFace = new Texture(Gdx.files.internal( path: "maddenSmile.png"));
    myTextureRegion = new TextureRegion(backtexture);
    myTextureRegionDrawable = new TextureRegionDrawable(myTextureRegion);

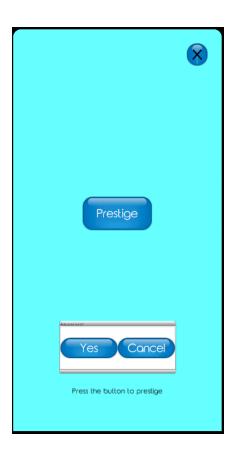
backBtn = new ImageButton(myTexRegionDrawable);
    backBtn.setSize( width: Gdx.graphics.getWidth()/7, height: Gdx.graphics.getHeight()/7);
    backBtn.setPosition( x 0, y; 0);
    backBtn.addListener(ClickListener) clicked(event, x, y) → {
        game.setScreen(game.mainMenu);
        Gdx.input.setInputProcessor(game.mainMenu.stage);
    ));

stage.addActor(backBtn);

bitmapFont = new BitmapFont();
bitmapFont.getData().setScale(5);

shapeRenderer = new ShapeRenderer();
    myShapeRenderer = new MyShapeRenderer();
```

Prestige Screen:



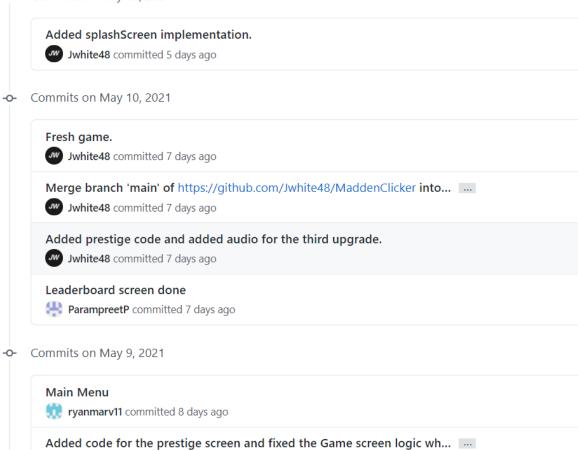
```
public class PrestigeScreen implements Screen {
    Preferences prefs;
    long score;
    MaddenClicker game;
    public Stage stage;
    TextButton b1, winYes, winNo;
    ImageButton b2;
    Skin skin;
   Label outputLabel;
   Window window;
   int numberOfPrestiges;
    public PrestigeScreen(MaddenClicker m){
        prefs = Gdx.app.getPreferences("game preferences");
        this.game = m;
        numberOfPrestiges = prefs.getInteger("numberOfPrestiges");
       this.stage = new Stage(new ScreenViewport());
        Gdx.input.setInputProcessor(stage);
        skin = new Skin(Gdx.files.internal("skin/glassy-ui.json"));
        b1 = new TextButton("Prestige", skin, "default");
        window = new Window("Are you sure?", skin);
        window.setResizable(true);
        window.setPosition(240,300);
        winYes = new TextButton("Yes", skin, "default");
        winNo = new TextButton("Cancel", skin, "default");
```

```
winNo = new TextButton("Cancel", skin, "default");
 winYes.addListener(new InputListener(){
       @Override
public boolean touchDown(InputEvent event, float x, float y, int pointer, int button){
            blic boolean touchbown(InputEvent event, float x, float y, int pointer
i(prefs.getLong("score") > 808[ // choose arbitrary number for now
outputLabel.setText("Success");
prefs.putInteger("numberOfPrestIges", ++numberOfPrestIges);
prefs.puttong("newestSore", prefs.getLong("score"));
prefs.putInteger("numberOfPlusOnes", 0);
prefs.putInteger("numberOfPlusOnes", 0);
prefs.putInteger("numberOfPlusOnes", 0);
prefs.putInteger("numberOfAdditionalClicks", 0);
prefs.flush();
             else(
                   outputLabel.setText("Score too low");
              return true;
 });
  winNo.addListener(new InputListener(){
       public boolean touchDown(InputEvent event, float x, float y, int pointer, int button){
            window.remove();
return true;
 });
 window.add(winYes);
 window.pack();
 b1.setSize(Gdx.graphics.getWidth()/3, Gdx.graphics.getHeight()/12);
 \verb|b1.setPosition(Gdx.graphics.getWidth()/3f,Gdx.graphics.getHeight()/2);|\\
b1.setPosition(Gdx.graphics.getWidth())3f,Gdx.graphics.getHeight()/2);
b2 = new ImageWitton(skn);
b2.setSize(Gdx.graphics.getWidth()/18, Gdx.graphics.getHeight()/18);
b2.getStyle().imageUpe = new TextureRegionOrawable(new TextureRegion(new Texture(Gdx.files.internal("x.png"))));
b2.getStyle().imageUpe = new TextureRegionOrawable(new TextureRegion(new Texture(Gdx.files.internal("x.png"))));
b2.getStyle().imageUpe = new TextureRegionOrawable(new TextureRegion(new Texture(Gdx.files.internal("x.png"))));
b2.setPosition(Gdx.graphics.getWidth()/1.2f,Gdx.graphics.getHeight()/1.1f);
  b1.addListener(new InputListener(){
         public boolean touchDown(InputEvent event, float x, float y, int pointer, int button){
    System.out.println("TESTING");
                 stage.addActor(window);
                return true;
  });
   b2.addListener(new InputListener(){
         @Override
         public boolean touchDown(InputEvent event, float x, float y, int pointer, int button){
                game.setScreen(game.mainMenu);
                 Gdx.input.setInputProcessor(game.mainMenu.stage);
                return true:
        }
  });
   stage.addActor(b1);
   stage.addActor(b2);
   outputLabel = new Label("Press the button to prestige", skin, "black");
  outputLabel.setFontScale(2f);
outputLabel.setSize(Gdx.graphics.getWidth(), Gdx.graphics.getHeight()/5);
   outputLabel.setAlignment(Align.center);
   stage.addActor(outputLabel);
```

}

GitHub Loq:

- Commits on May 12, 2021



-o- Commits on May 7, 2021

Jwhite48 committed 8 days ago

Commits on May 7, 2021

Fixed leaderboard button

ParampreetP committed 10 days ago

Changed popup window position



the wafflethief committed 10 days ago

Changed window position



****** wafflethief** committed 10 days ago

Updated README.md.



Jwhite48 committed 10 days ago

Fixed popup menu



the wafflethief committed 10 days ago

-o- Commits on May 5, 2021

Updated project.



Jwhite48 committed 12 days ago

-O- Commits on May 3, 2021

Merged all code.



Jwhite48 committed 14 days ago

-o- Commits on Apr 26, 2021

Added my assets and rewrote my code.



Jwhite48 committed 21 days ago

