Cookie Clicker

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Project Description

In this game, players will click cookies to gain points, which can be exchanged for upgrades in order to receive even more cookies.

Implementation Details

We have included 5 activities

Main menu includes buttons that send you to others as well as resetting firebase and other data

Cookie menu includes cookie as well as buttons for more menus, also includes cookie functions like clicks and upgrade functions

Upgrade menu includes recyclerview, dialogue, snackbar, firebase, and more to allow users to purchase upgrades

About menu has text about the game, and a button to return to main menu

Finally, quit menu, allows user to quit the game and return to menu, resetting the game along with its data using a spinner

Implementation Timeline

The basic skeleton of the project, including the activities and most UI elements were implemented on Friday 12/5/25

Basic code elements such as cookie clicks and other functions were implemented on Friday 12/12/25

Upgrades and code for them, along with the Firebase were included Sunday 12/14/25

Testing Strategies

In our code we used a few Logcats in order to tell if certain functions were running properly and if they properly executed their respective functions

Contribution

Emily:

UI implementation as well as main cookie functions and data sharing

Micah:

Upgrade functionality as well as Firebase implementation and data preservation

However, It should be noted that contribution is hard to tell as we worked on this project together on the same laptop in the same room at the same time, so some contributions were verbal.

Now Onto The Live Demonstration