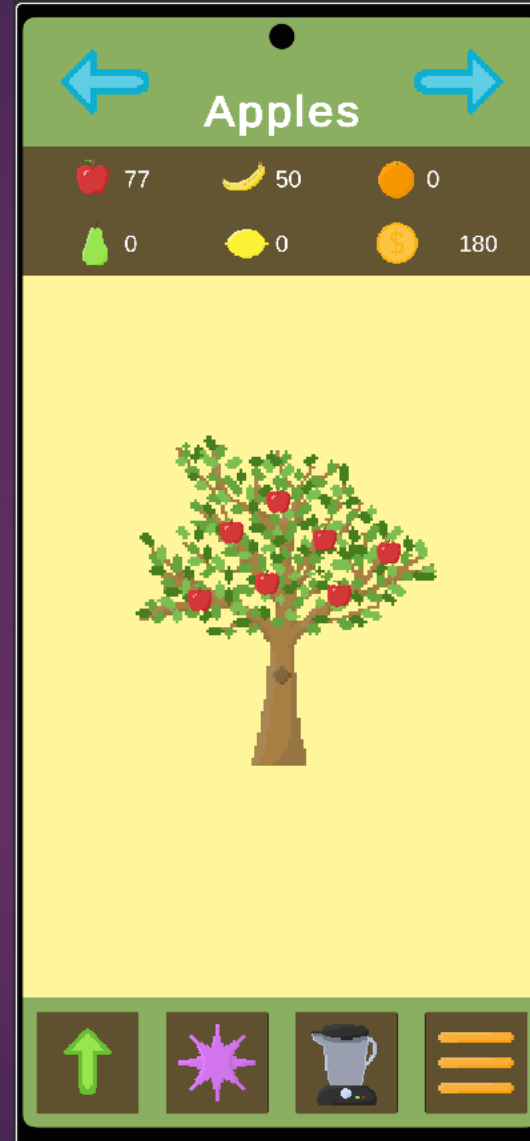


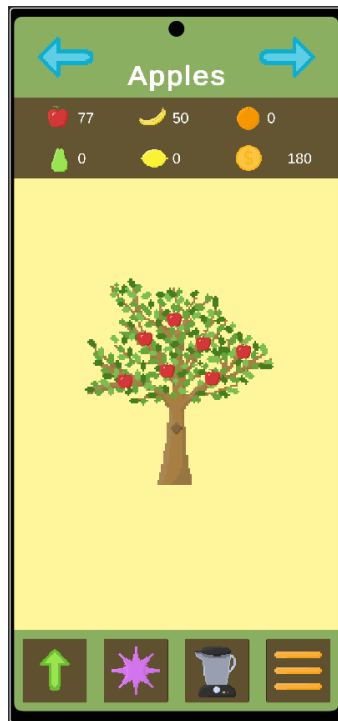
Into the Orchard

UI BASED IDLE CLICKER

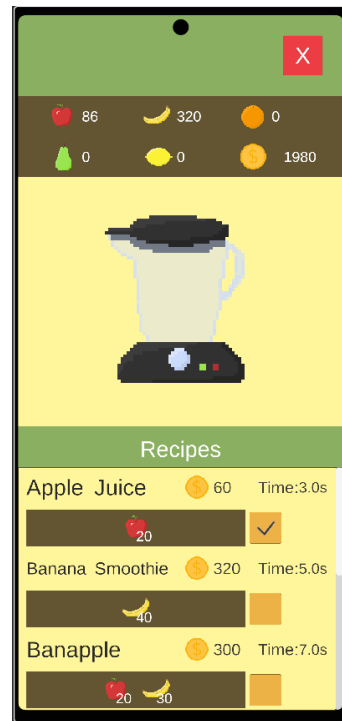
GATHER FRUIT, MAKE SMOOTHIES, EARN GOLD



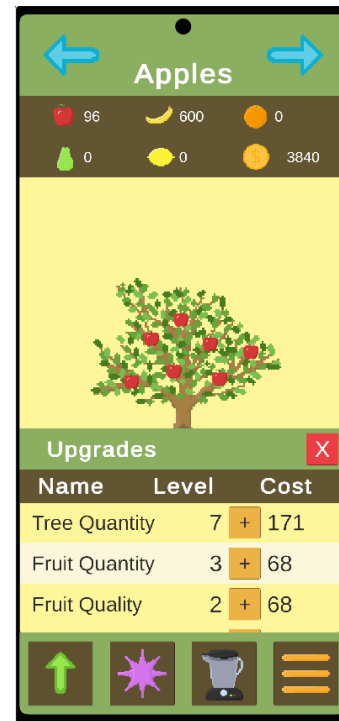
Core Loop



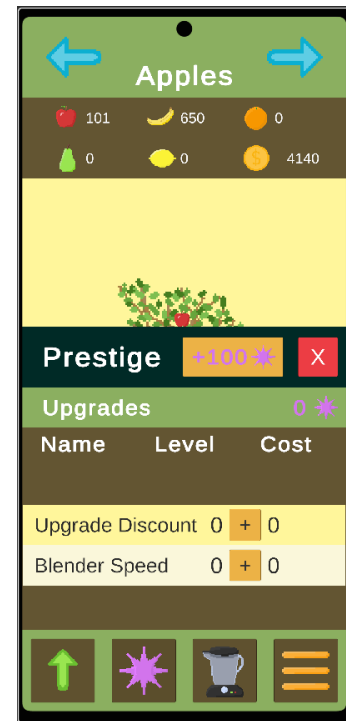
Gather



Blend



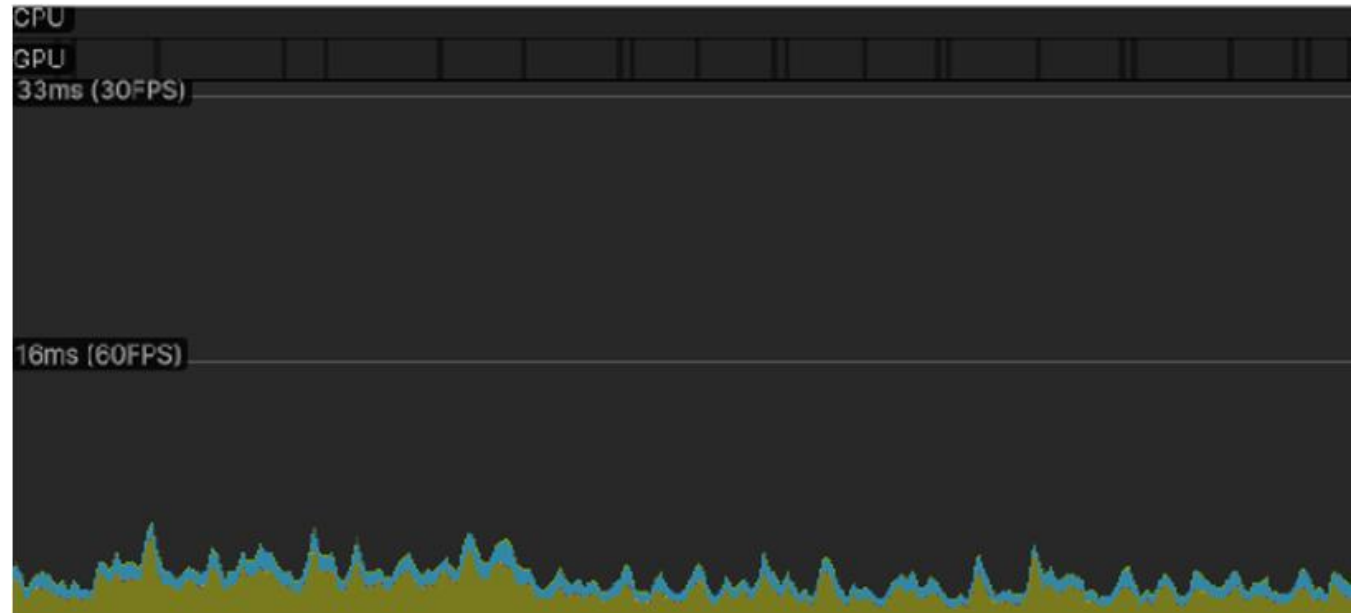
Upgrade



Prestige

Performance

- ▶ Unable to test on real phone
- ▶ No performance issues
- ▶ UI based
- ▶ Event driven



Problems and Solutions

- ▶ OnApplicationPause() triggering on game launch.
 - ▶ Added a bool that gets set only after passing the start screen.
 - ▶ Checked the value of pause before saving data.
- ▶ Saving the current recipe object caused a NullReferenceException.
 - ▶ Even though the object data was the same they were stored as different objects in memory.
 - ▶ Saved the recipe index instead.

```
private void OnApplicationPause(bool pause)
{
    if (!hasStarted) return;
    if (pause) SaveGameData();
}
```

What I learned

- ▶ I learned that when you serialize and load a ScriptableObject, Unity creates a new instance. This means you cannot compare it by reference to existing ScriptableObjects.
 - ▶ It is better to save indexes or IDs, not entire objects.
- ▶ I learned that OnApplicationPause() can trigger during startup, not only when leaving the game.