

Eric Son
Progress Report 2
CSE 4500-01
David Turner

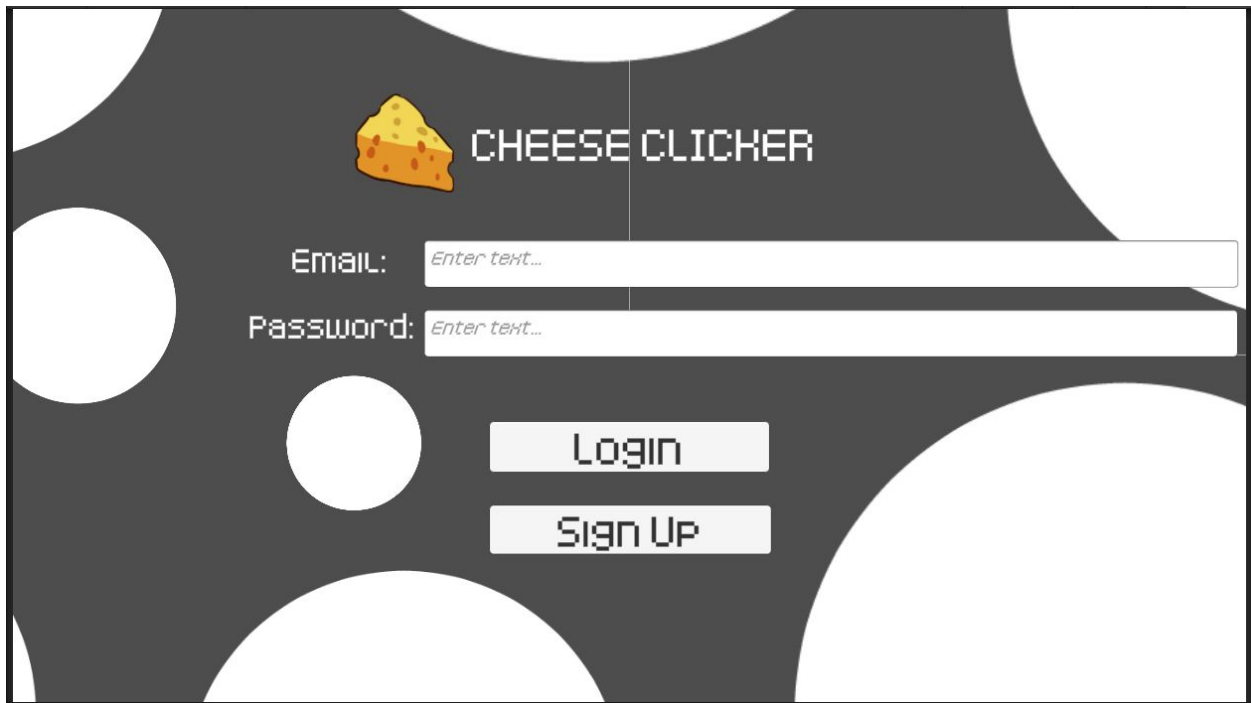
Short Project Description:

Cheese Clicker is an idle/incremental game made using the Unity Game Engine and intended for Android/Windows 10. It will feature Firebase supported email/password logins, cloud saves, a score leaderboard, and various gameplay mechanics usually found in the genre.

Progress Report 2:

- Implemented basic functionality for Firebase authentication
- Working Firebase logins with a login menu. Supports email and password.
- Working Firebase signup with a signup menu
- Basic settings button and settings menu
- Changed font
- Helper scripts to assist in future changes

Login/Signin Screen:



Signup Screen:

Sign Up

Email:

Password:

Confirm Password:

Register New Account

Back to Login

Main Screen with Welcome Text and Settings Button (lower right):

Buyables:

Rats:

Amount: 0

Cost: 20


Unit CPS: 10

Total CPS: 0


Buy x1

Cheese: 0

Total CPS: 0



Welcome, rengatta10@gmail.com



Settings Menu with Mute (no functionality) and Logout button:

