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Progress Report 5
CSE 4500-01
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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 5:

- Added upgrades functionality to the save and load system
- Re-did the code for the save and load system
- Fixed a few bugs from the save/load system
- Added a new scores menu and save/load functionality for the scores menu
- Added a button to the scores menu in the settings menu
- Added Highest CPS, Highest Cheese, Total Cheese Made, and Total Cheese Spent metrics to the scores menu
- Added a text popup for confirming saves that disappears automatically after 3 seconds

Scores Menu:

