

Eric Son
Progress Report 7
CSE 4500-01
David Turner

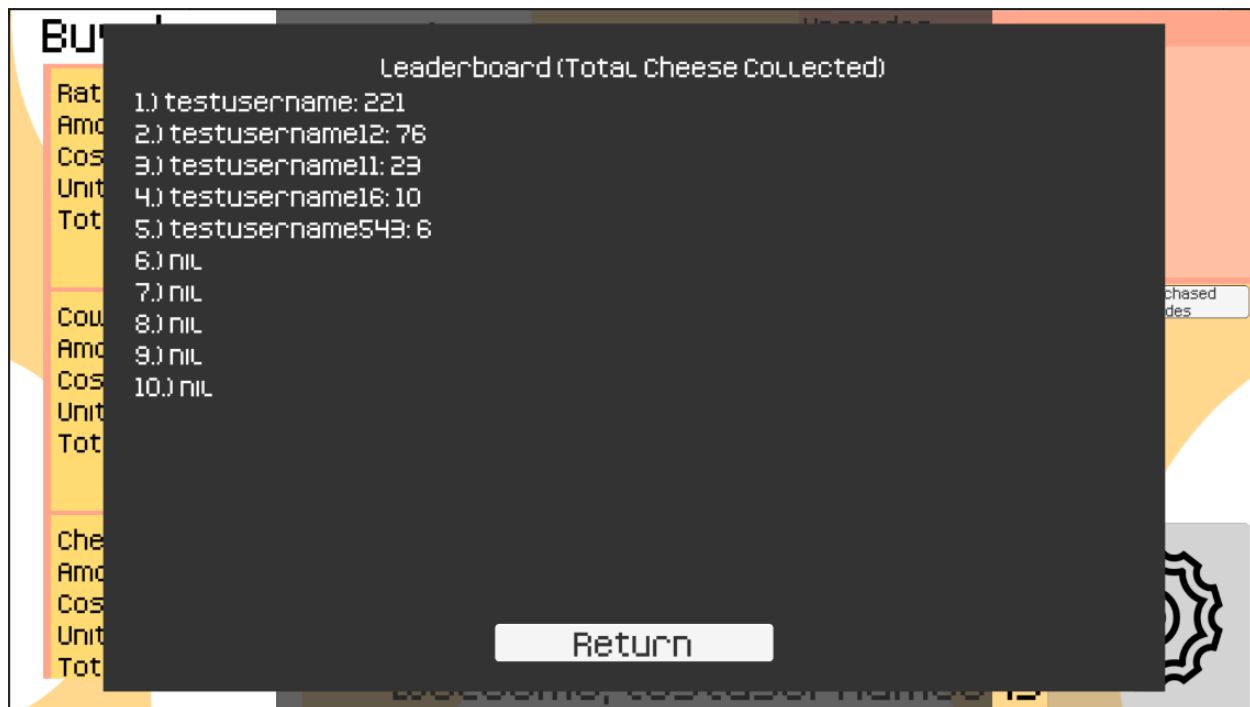
Short Project Description:

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.

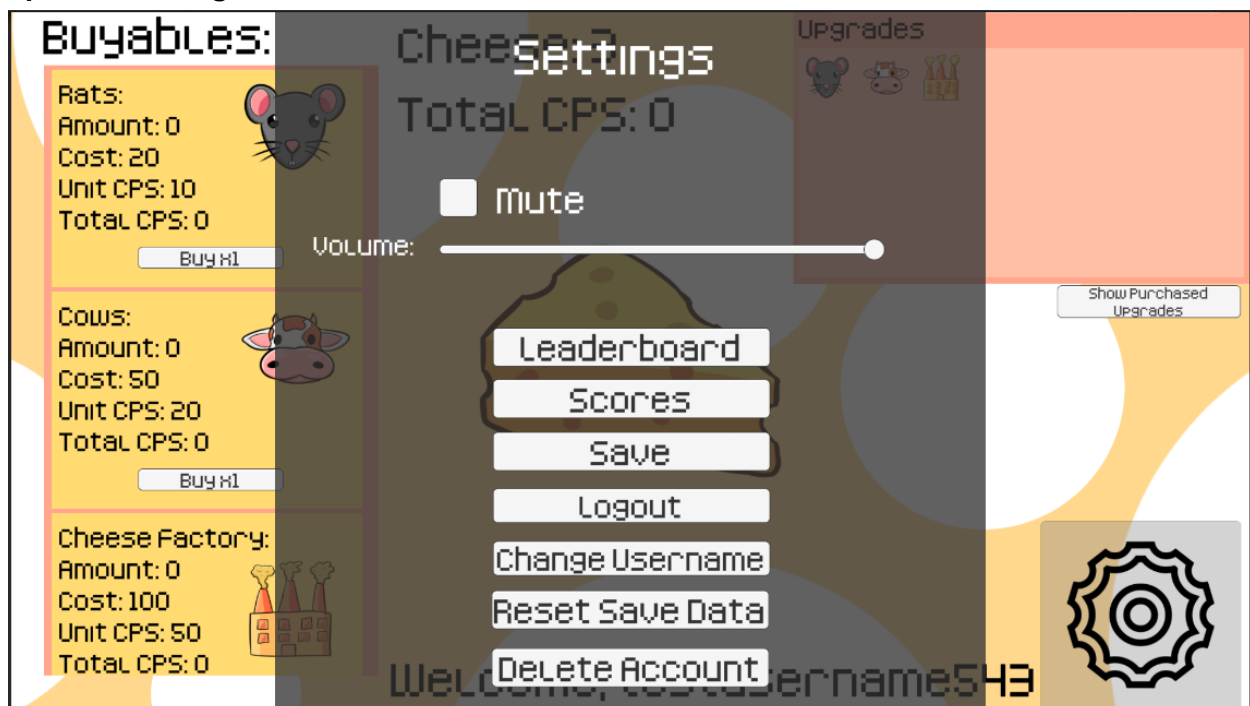
Progress Report 7:

- Fixed reset save data button to work with both local guest saves and cloud saves
- Created a leaderboard that takes the highscore data of all accounts with cloud saves and arranges the accounts/scores in descending order via the Firebase Database
- Separated usernames/display names from email logins
- Added a change username button in the settings menu and added a username input field in the sign up screen
- Added a delete account button for cloud save accounts
- Added warning prompts whenever a user attempted to access Firebase functions on a guest account

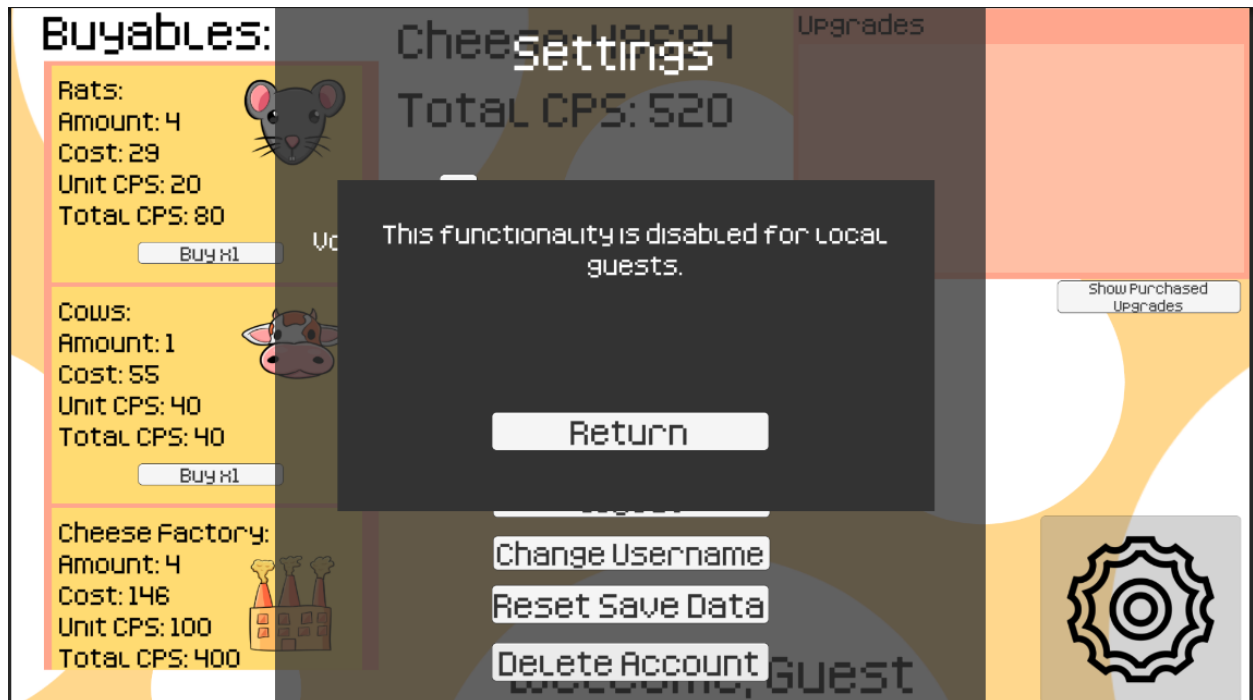
The leaderboard that shows the top 10 scores (nil is used if not enough accounts are present):



Updated Settings Menu:



Warning prompt for local Guest account:



Signup menu with newly added Username input field:

Sign Up

Username:

Email:

Password:

Confirm Password:

Register New Account

Back to Login