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Progress Report 3
CSE 4500-01
David Turner

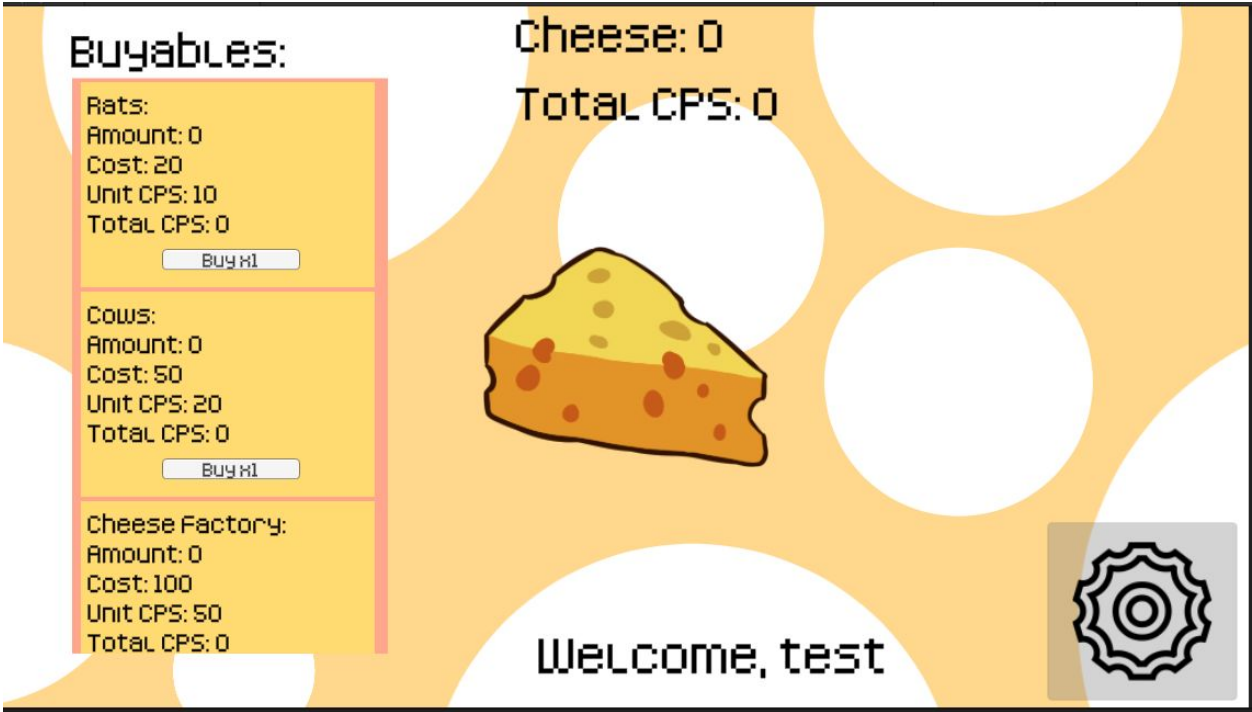
Short Project Description:

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.

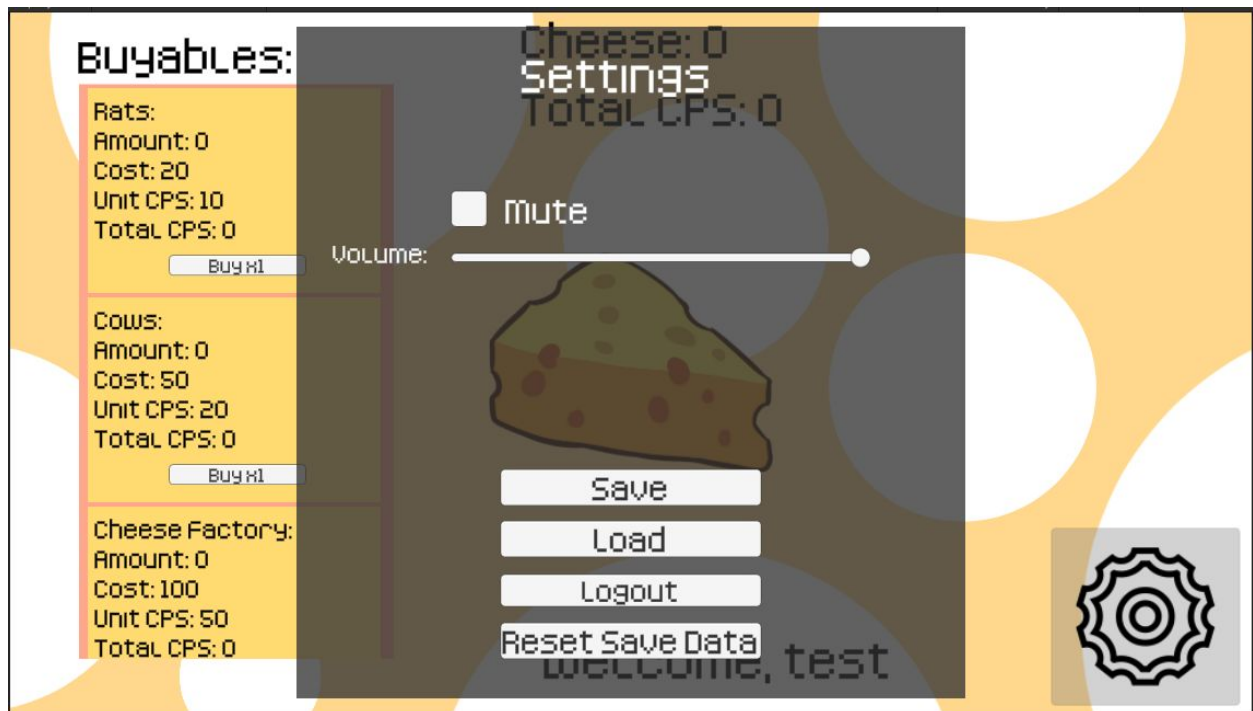
Progress Report 3:

- Added a free CC0 1.0 Public Domain license background song
(https://freemusicarchive.org/music/Komiku/Poupis_incredible_adventures_/Komiku_-_Poupis_incredible_adventures_-_56_Tea_with_Granma)
- Added functionality for the mute toggle
- Added a functional volume slider to the settings menu
- Added functionality for saving serializable game data to a local json file in a Saves\ folder
- Added functionality for loading savefiles using an explorer file window
- Added functionality for resetting data by loading a fresh data state
- Added Save, Load, and Reset Data buttons in the settings menu
- Added Cow and Cheese Factory buyables
- Modified buyable costs to scale based on a formula
- Added a scrollable UI to the Buyables panel

Screenshot of the main game page with the new scrollable Buyables UI to the left:



Settings menu with new Mute toggle, and Save and Load buttons:



Format of the current JSON savefile:

```
1 {"buildingData":[{"buildingName":"Rats","baseCheeseCost":20.0,"cheeseCost":20.0,"cheesePerSecond":10.0,"totalCheesePerSecond":0.0,"amount":0},{ "buildingName":"Cows","baseCheeseCost":50.0,"cheeseCost":50.0,"cheesePerSecond":20.0,"totalCheesePerSecond":0.0,"amount":0},{ "buildingName":"Cheese Factory","baseCheeseCost":100.0,"cheeseCost":100.0,"cheesePerSecond":50.0,"totalCheesePerSecond":0.0,"amount":0}], "currentCheese":0.0, "username":"test"}
```