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Progress Report 6
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 6:

- Imported Firebase Database package files for cloud saving functionality
- Modified database settings in the Firebase Console and updated the local Unity files to allow connections with the database
- Changed Guest save/load location and moved Saves folder to StreamingAssets folder to allow Guest save file modification with the build version of the game
- Removed load button from options menu
- Implemented cloud saving functionality for players that log in with their email and password
- Implemented auto-load whenever a player logs in as either a guest or a user that loads a local save file when they are a Guest and loads data from the database when logged in as a user
- Added a warning prompt that activates when saving as a Guest
- Implemented a main menu toggle that saves your login info forms between sessions

Login menu with saved forms and the Save Login Info toggle:



The screenshot shows the login menu for the game 'Cheese Clicker'. At the top left is a small icon of a wedge of Swiss cheese. The title 'CHEESE CLICKER' is displayed in a pixelated font. Below the title are two input fields: 'Email:' with the value 'rengatta10@gmail.com' and 'Password:' with masked characters 'xxxxxxx'. A checkbox labeled 'Save Login Info' is checked. Below these fields are three buttons: 'Login', 'Sign Up', and 'Login As Guest'. The background is dark grey with white circular patterns.

CHEESE CLICKER

Email:

Password:

☒ Save Login Info

Guest saving warning prompt:



The screenshot shows the main game interface of 'Cheese Clicker'. On the left is a 'Buyables' panel with three items: 'Rats' (Amount: 4, Cost: 29, Unit CPS: 20, Total CPS: 80), 'Cows' (Amount: 1, Cost: 55, Unit CPS: 40, Total CPS: 40), and 'Cheese Factory' (Amount: 4, Cost: 146, Unit CPS: 100, Total CPS: 400). Each item has a 'Buy x1' button. The top center shows 'Cheese 15374' and 'Total CPS: 520'. Below this is a 'Settings' button. On the right is an 'Upgrades' panel with a 'Show Purchased Upgrades' button. A dark grey warning prompt is centered on the screen, stating: 'You cannot utilize cloud saving as a Guest. Only local saves are permitted.' with a 'Return' button. At the bottom center are buttons for 'Save', 'Logout', and 'Reset Save Data'. The bottom right shows a gear icon for settings. The text 'Welcome, Guest' is visible at the bottom.

Buyables:

Rats:
Amount: 4
Cost: 29
Unit CPS: 20
Total CPS: 80

Cows:
Amount: 1
Cost: 55
Unit CPS: 40
Total CPS: 40

Cheese Factory:
Amount: 4
Cost: 146
Unit CPS: 100
Total CPS: 400

Cheese 15374
Total CPS: 520

Settings

Upgrades

**You cannot utilize cloud saving as a Guest.
Only local saves are permitted.**

Welcome, Guest

Example of save data in the Firebase Realtime Database:

csusb-4500-01-firebase-default-rtdb

