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Progress Report 4
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 4:
-Drew Rat, Cow, and Factory icons
-Added an Upgrades section
-Added functionality for upgrade buttons and upgrades that can affect your Total Cheese Per Second
-Added three basic upgrades for Rat, Cow, and Factory buyables
-Added a section that allows you to see all of your purchased upgrades
-Added a button that allows you to swap from buyable upgrades to seeing your purchased upgrades
-Added a tooltip GUI that pops up everytime you hover over an upgrade icon and shows you information about the upgrade

New icons and upgrade panel in the top right:

Upgrade tooltip while hovering over icon:

Buyables:

Rats:
Amount: 0
Cost: 20
Unit CPS: 10
Total CPS: 0
Buy x1

Cows:
Amount: 0
Cost: 50
Unit CPS: 20
Total CPS: 0
Buy x1

Cheese Factory:
Amount: 0
Cost: 100
Unit CPS: 50
Total CPS: 0

Cheese: 0

Total CPS

Rat Upgrade 1
Cost: 50
Rat Production x2

Upgrades

Show Purchased Upgrades

Welcome, Guest

Purchased upgrades panels with tooltip:

Buyables:

Rats:
Amount: 1
Cost: 22
Unit CPS: 20
Total CPS: 20
Buy x1

Cows:
Amount: 0
Cost: 50
Unit CPS: 20
Total CPS: 0
Buy x1

Cheese Factory:
Amount: 0
Cost: 100
Unit CPS: 50
Total CPS: 0

Cheese: 181

Total CPS

Rat Upgrade 1
Purchased
Rat Production x2

Purchased Upgrades

Show Purchased Upgrades

Welcome, Guest