

Cake Clicker Changelog - 0.1.1

Notes

Welcome to Cake Clicker's first devlog! Cake Clicker v0.1 addresses a couple of issues discovered by a couple of playtesters, these concern the balancing of building prices and how parts of the UI scaled differently from the rest.

That's all for this update, stay tuned for that Pet System update!

Added

- N/A

Bug Fixes

- Re-Balanced Building Prices
- Fixed UI Scaling Issues

Known Bugs

- Info box collision issues
- Info box overlay issue

Unreleased Features

- Bank Building
- Bank Visualization