

Weekly Activity and Progress Report – CS 440 Group 2 for Week 4

Group Members: Diego Bravo, Nicholas Filipov, Jose Bolanos, Alejandro Bravo

Weekly In-Person Review Meeting

- When: 02/05/25
- Where: UIC Library
- Missing (why) : None
- Late (why) : None

Recent Progress

- Diego Bravo: Set up Github x Unity environment. Met with group to cover logistics and development plans. Learned how to use Unity with tutorials.
- Nicholas Filipov: Learned basics of unity, created main menu scene and a way to go between the screen and the main game scene. Began talking with group on how UI should be laid out and began working on it.
- Jose Bolanos: Learned how to use Unity and C# to start working on developing our game. Met with my group and discussed where to start developing our game.
- Alejandro Bravo: Learned the basics of unity and how to create different scenes and attended weekly meeting

Current Action Items (Work In Progress)

- Diego Bravo: Finish up skeleton UI for menus and gameplay so we can start implementing the game loop.
- Nicholas Filipov: Set up as UI while beginning to work on the overall functionality of the game starting with the beginning of the game.
- Jose Bolanos: Finish up gathering all game components and get some sort of game loop running.
- Alejandro Bravo: Will make more scenes to set up skeleton ui and create all necessary buttons/interactions. Attend weekly meeting at library