

## **Weekly Activity and Progress Report – CS 442 Group 2 for Week 6**

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

### **Weekly In-Person Review Meeting**

- When: 02/19/25
- Where: UIC Library
- Missing ( why ) : None
- Late ( why ) : None

### **Recent Progress**

- Diego Bravo: Adjusted UI elements to prevent overlaps and generated a build to test for bugs on build generation. Met with team to figure out goals before demo.
- Nicholas Filipov: Modified ShopManager script to save all information of the game when switching scenes, as well as adding a way to reconnect text boxes and all purchase buttons so they display and work properly when coming back into the scene since they always disconnect when destroyed.
- Jose Bolanos: I worked on animating the customer in our game and started working on a button that enables the player to take the customer's order. I also met with my team to start setting up deadlines for next week so everything is ready for our demo.
- Alejandro Bravo: add inventory and it's script to be able to store items and attended weekly meeting.

### **Current Action Items ( Work In Progress )**

- Diego Bravo: Make finishing touches for basic game loop and UI for the demo.
- Nicholas Filipov: Improve some UI for next weeks demo, as well as modifying the game scene when the game starts to day 1.
- Jose Bolanos: Try to finish as much as possible for the order taking portion of the game and demo what my team has so far.
- Alejandro Bravo: demo and be able to get day 1 working. Additionally, attend weekly meeting