

## **Weekly Activity and Progress Report – CS 442 Group 2 for Week 10**

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

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

- When: 03/19/25
- Where: UIC Library
- Missing ( why ) : None
- Late ( why ) : None

### **Recent Progress**

- Diego Bravo: Attended meeting. Debugged and tested in a recent build. Added new order items to the customer order pool.
- Nicholas Filipov: Changed how the old graph looked and collected new data to add another graph to the graph scene. Added ways to look between both graphs and continue the game.
- Jose Bolanos: Customized the amount of customers that show up to the stand. More specifically, made it so that the number of customers that can show up to the stand adjusts to the rating of the player's service.
- Alejandro Bravo: Implemented strawberries on day 4 and added raspberry lemonade to craft. Fixed button bug for returning scenes.

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

- Diego Bravo: Polish up the build for the upcoming demo. Add a congratulations screen with new item additions if any. Implement a way to set prices after each day.
- Nicholas Filipov: Change how some data for the graph is saved and work on UI or other educational features before the demo.
- Jose Bolanos: Try to implement more rules that affect the rating of a player's performance, and meet with the team to see what else needs to be prioritized for the upcoming demo.
- Alejandro Bravo: Polish UI and implement strawberry crafting. Attends weekly meeting, and attend 2nd demo.