

## **Weekly Activity and Progress Report – CS 442 Group 2 for Week 12**

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

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

- When: 04/12/25
- Where: UIC Library
- Missing ( why ) : None
- Late ( why ) : None

### **Recent Progress**

- Diego Bravo: Fixed bugs with the timer bar and crafting system. Added feedback for added stars and money when customers are getting served. Created scenario 3 diagram.
- Nicholas Filipov: Removed inventory and organized UI in crafting and purchase menu to have prices and inventory directly in them.
- Jose Bolanos: Worked on a countdown bar that displays above the customer when they arrive at the stand. Was not able to implement it 100% successfully.
- Alejandro Bravo: Added popups to different scenarios for error checking. Attended weekly meeting.

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

- Diego Bravo: Implement rating dynamics for the gameplay, like how many customers show up. Implement price changes for days passing.
- Nicholas Filipov: Finish crafting menu to let players enter 2 ingredients and their amounts to craft lemonade based on recipes.
- Jose Bolanos: Finish up the progress bar animation and start implementing more scenarios where the rating is affected.
- Alejandro Bravo: Work on implementing a time clock for customers and other UI changes.