

Weekly Activity and Progress Report – CS 442 Group 2 for Week 8

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

Weekly In-Person Review Meeting

- When: 03/05/25
- Where: UIC Library
- Missing (why) : None
- Late (why) : None

Recent Progress

- Diego Bravo: Met with group to discuss this release's goals and work on scenario 2. Made orders randomize each time the customer leaves the stand. Fixed layer glitch where the customer would walk over the game UI.
- Nicholas Filipov: Updated shop script to keep track of every sale, their day, price, and item to be used in the future to help the players visualize how they are doing.
- Jose Bolanos: Finished up the animation for the customers and made sure that multiple customers approach the stand at a time. Met with group to go over progress made and go over what else needs to be done.
- Alejandro Bravo: created how the game work button and scene that explains to user how to play game and added a way to close the shop,inventory, and crafting scroll views.

Current Action Items (Work In Progress)

- Diego Bravo: Work on multiple day implementation and end of day UI.
- Nicholas Filipov: Create a separate scene and begin displaying graphs for the user based on their daily and over all sales based on specific items and total money.
- Jose Bolanos: try to implement multiple days into our game and either speed up or slow down the amount of customers that approach the stand
- Alejandro Bravo: attend weekly meeting and get the rating system to display 3 stars and goes up or down depending on user performance