

Weekly Activity and Progress Report – CS 440 Group 2 for Week 5

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

Weekly In-Person Review Meeting

- When: 02/12/25
- Where: UIC Library
- Missing (why) : None
- Late (why) : None

Recent Progress

- Diego Bravo: Adjusted UI elements on the main game screen, added Lemonade Stand sprite, added Day counter text, made first build for debugging, attended meeting to agree on game layout, and added lots of tasks+stories to the backlog.
- Nicholas Filipov: Created UI layout with group, designed and added buy scroll menu for day 1 items for game, began working on scripts for purchasing supplies and a way to save items bought/held by the player.
- Jose Bolanos: Kept working on the settings page and finalized a slider for music in the project. Attended the group meeting and helped design the main game screen.
- Alejandro Bravo: Started making skeleton UI for entire project and created buttons that lead to other pages.

Current Action Items (Work In Progress)

- Diego Bravo: Add customer sprites, script customer movement and orders, add order UI and scripting.
- Nicholas Filipov: Finish working on the scripts I have started and begin implementing to use those items to either make lemonade or how to sell them.
- Jose Bolanos: Finish up the design of the main game screen for our game, meet with group and talk over what else we need to work on.
- Alejandro Bravo: Attend weekly meeting and start working on “day 1” for project