

Weekly Activity and Progress Report – CS 442 Group 2 for Week 7

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

Weekly In-Person Review Meeting

- When: 02/26/25
- Where: UIC Library
- Missing (why) : None
- Late (why) : None

Recent Progress

- Diego Bravo: Fixed audio stacking and volume issue. Added selling/serving feature. Prepared UI to look acceptable for the demo.
- Nicholas Filipov: Fixed connection of a few text boxes and bottoms for re-entering the scene. Created a crafting menu and a section craft lemonade and add it to the inventory.
- Jose Bolanos: I worked on the main menu screen background. Also, wrote a script to randomize the orders that customers make to the vendor. Met with my team for our weekly meeting and went to demo.
- Alejandro Bravo: Presented a demo to TA and attended weekly meetings. Worked on inventory script to be able to store items that were bought and UI.

Current Action Items (Work In Progress)

- Diego Bravo: Help write scenario 2 and start working on financial analysis portion of the game. Also improve game loop.
- Nicholas Filipov: Add more ingredients and crafting recipes and begin creating functions to save what was sold and for what price so we can use it to keep track of finances.
- Jose Bolanos: Meet with team, and start working on making the game more educational. This includes making graphs that display the overall sales of the stand, etc.
- Alejandro Bravo: Attend weekly meetings and complete the second scenario. Work on implementing days and implementing charts from what is bought and sold.