

## **Weekly Activity and Progress Report – CS 442 Group 2 for Week 13**

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

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

- When: 04/19/25
- Where: UIC Library
- Missing ( why ) : None
- Late ( why ) : None

### **Recent Progress**

- Diego Bravo: Set up a dynamic customer amount based on rating. Adjusted game scene UI slightly for a cleaner look. Fixed several bugs after new features like price setting and item selection were added. Set back the unlock days for raspberry and strawberry items.
- Nicholas Filipov: Finished implementation of the custom ingredient crafting and improved the UI of the crafting area, and removed unnecessary things.
- Jose Bolanos: Fixed the timer displayed on top of the character to work properly. I also implemented a dropdown menu in the popup that appears above the customer when an order is taken.
- Alejandro Bravo: Implemented the userPrice scene where users can enter their sale prices after each day, and attended the weekly meeting.

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

- Diego Bravo: Add new item screen, add strawberry lemonade, and help implement any other important features before the final presentation.
- Nicholas Filipov: Implement hints after every day to tell the player what they did wrong the previous day and how to avoid problems for the next day, as well as tell the user what new things will be added for the next day to buy & sell.
- Jose Bolanos: Will finalize the dropdown menu, meet with my team to see what else needs to be done in preparation for the final presentation.
- Alejandro Bravo: Attend weekly meeting, work on providing feedback after user days, and polish UI before final demo.