

Weekly Activity and Progress Report – CS 442 Group 2 for Week 11

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

Weekly In-Person Review Meeting

- When: 04/02/25
- Where: UIC Library
- Missing (why) : None
- Late (why) : None

Recent Progress

- Diego Bravo: Fixed bugs with the timer and rating systems. Made and tested a build for the demo. Attended meeting and demo.
- Nicholas Filipov: Implemented second graph screen and reset graph information at the right play. Attended demo and weekly.
- Jose Bolanos: Added more characters to squeeze, met with team to prepare for demo, and attended demo 2 with team.
- Alejandro Bravo: attended demo and attended weekly meeting before demo. Worked on scenario 3

Current Action Items (Work In Progress)

- Diego Bravo: Write up scenario 3. Make the rating system more dynamic and impactful by affecting customers and prices.
- Nicholas Filipov: Work on the UI next week like removing inventory and putting prices and owned ingredients in other tabs.
- Jose Bolanos: work on writeup with team and try to make rating system be affected by other factors in the game.
- Alejandro Bravo: start implementing changes for scenario 3