

- **Weekly Team Report**
 - (/4pt) **Summarize the progress including the current milestone in progress with the target completion date.**
 - **M3 (3/5 - 3/14):**
 - Store user's basic data in the database, Set up Lvl 1, Add power-up mechanics, Check that Unity works on the website
 - **M4 (3/19 - 3/28):**
 - Lvl 2 & 3, add more customization for characters, and power-ups
 - **Progress:**
 - **Game:**
 - Added more customization
 - Setting up level 2
 - Push vite to be main client
 - **Website:**
 - Add game to the backend
 - Added game to front-end
 - Switched from rollup to vite
 - New Navbar
 - Added more customization and made powerup more recognizable
 - Finished setting up "Level 1"
 - Made Powerup more recognizable
 - (/1pt) **Address the product issues based on the feedback from your partner teams or your colleagues.**
 - Submit the following report to your team URL repository at /docs/developers/week8.pdf
 - **Void: requests that have no value to the product**
 - N/A
 - **Bug: issue must be fixed**
 - N/A
 - **Enhancement:**
 - Could there be a puzzle competition mode? maybe some collaboration modes (GeoUnity)
 - (Fire boy vs water girl)
 - Yes this is possible for game mode 3 (will be completed later)
 - Could you earn "themes"? Maybe different color schemes, overlays on the map (GeoUnity)
 - Yes, this is possible and can be implemented later