- **Weekly Team Report**
  - **1 point deduction for missing the following basic information:**
    - **Your Full Name:**
      - Jonathan Thomas
      - Minh Anh Ton
      - Logan Joven
    - **Team Project Title:** Jump And Launch (JAL)
    - **Course:** CS 161 Section 01
    - **Date:** 3/15/2024
  - **(___/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 and made powerup more recognizable
        - Finished setting up "Level 1"
      - **Website:**
        - Add game to the backend
        - Added game to front-end
        - Switched from rollup to vite
        - New Navbar
  - **(__/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**
        - Character's customization now saving after moving to level 1
          - Fixed
        - Navbar transitions between pages
          - Fixed
        - Getting game embedded into frontend
          - Fixed
      - **Enhancement:**
        - (GeoUnity) Will there be an analysis of the game stats? (Most powerups collected, active player, score over time, etc?) How will win/loss stats work?

- Yes there will be an analysis of the game stats
- We are breaking the points by adding points for certain things like damaging another player etc…
  - Ex: +50 points for power-up collection
- Since players are saving names for the characters the character with the most wins tied to their name will be declared the winner