

- **Summarize the progress including the current milestone in progress with the target completion date.**
  - Current milestone: **M3 (3/5 - 3/14):**
    - Set up first-level
    - Added power-up mechanics with updated graphics
    - Unity build connected to the backend
- **(\_\_/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/week7.pdf`
    - **Void: requests that have no value to the product**
      - N/A
    - **Bug: issue must be fixed**
      - N/A
    - **Enhancement:**
      - **Short-term (implementable in this semester)**
        - (GeoUnity) Timer indicator: another mode for who can reach a certain score first
          - It will be completed later
        - (GeoUnity) If a powerup is collected, there could be a specific indication/banner of what it was/which player collected it
          - WIP
        - (GeoUnity) add streak lines with distinctive colors/attributes to make it easier to see players
          - It will be completed later
        - (XMarksTheSpot) Maybe consider sprites being different colors
          - Done
        - (XMarksTheSpot) Making different parts of the game (visually) more distinguishable
          - For now, it's just the powerups that will be changing
      - **Long-term (not implementable in this semester)**
        - N/A