

Weekly Activity and Progress Report – CS 442 Group 10 for Week 14

Group Members: Dylan Brunelle, Mitchell Jones, Tom Roller, Daniel Kim

Weekly In-Person Review Meeting

- When: April 17, 2024 @ 12 PM
- Where: SELW common area near entrance
- Missing (why): None
- Late (why): None

Recent Progress

- Dylan: Added ending slides and captions for the various game endings + final demo bug fixes.
- Mitchell: Added remaining exposition characters to character manager. Play tested Remnant and Independence storylines multiple times. Encountered several dialog related bugs related to missing dialog node links and fixed them.
- Tom: Added the rest of the items needed into the game. Redid the button icons for refuel/repair/heal. Play tested the game.
- Daniel: Updated some character dialogue trees and related attributes (notably the SSA Arms guy, Wanderer, and Doctor). Added money to the NPCs to improve the trading experience. Fixed some bugs related to random event character inventories. Added a couple useful dialogue signal handlers. Added scrap/tools to locations. Updated some dialogue text to make how to reach the SSA-Independence ending clearer for the player. Fixed combat bugs. Playtested SSA endings.

Current Action Items (Work In Progress)

- Dylan: Possibly upload game to a website for class to play for themselves
- Mitchell: Continue to playtest the game and document/find bugs, fixing what I am able to if I am familiar with that particular section of the codebase.
- Tom: Continue to play test the game. Balance the game values.
- Daniel: Playtest further and attempt to address any bugs that may arise.