

## **Weekly Activity and Progress Report – CS 442 Group 10 for Week 11**

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

### **Weekly In-Person Review Meeting**

- When: March 29, 2024 @ 1:20 PM
- Where: SELW Common Area
- Missing ( why ): None
- Late ( why ): None

### **Recent Progress**

- Dylan: Designed a display for both the trade and inventory menus along with adding some small functionalities
- Mitchell: Implemented the skill tree scene allowing the player to purchase caravan upgrades. Four upgrade types were added along with two upgrade tiers per upgrade.
- Tom: Added many different items to the game and created artwork for them. The player can only place a marker down within the screen space, not the UI elements. Started work on research and testing for moving animation.
- Daniel: Completed the trading menu that shows up when trading with characters at locations. Refactored the ItemManager class to use a dictionary as its underlying data structure rather than an Array. Removed the global instance of CharacterManager and moved it into the LocationManager class to reduce polluting the global namespace. Created functionality to get a list of items of a certain type and move characters into either a specific location or any location within a specified biome.

### **Current Action Items ( Work In Progress )**

- Dylan: Writing the overall story of the game including main quest plotlines and endings
- Mitchell: Contribute ideas/edits towards scenario 3. Work on brainstorming possible quest ideas/dialog/characters. Learn the dialog system Dylan and Daniel have been using. Add new issues to jira based on scenario 3 (quest additions and finishing touch bug fixes)
- Tom: Learn the dialog system so I can contribute. Add tasks to the backlog. Brainstorm quests for the player to do. Add player stats to the UI so players can see how they are doing in more detail.

- Daniel: Brainstorm potential ideas for the next scenario. Refactor the item generation and move-character-to-location functions. Add selling items as an option to the trading menu.