Weekly Activity and Progress Report – CS 442 Group 10 for Week 13

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

Weekly In-Person Review Meeting

- When: April 12, 2024 @ 3 PM
- Where: CS Lounge
- Missing (why): None
- Late (why): None

Recent Progress

- Dylan: Finished the main questlines.
- Mitchell: Added trade options to all exposition character dialog. Finished junkyard worker questline. Added functionality that randomly stops player caravan based on durability. Added secondary player collision object to disable fog.
- Tom: Added speed animation to the nav screen. Made gas consumption determined by a rate instead of by distance. Added more items. Added ability to stop whenever the player wants. Added stats to nav screen for the player to see.
- Daniel: With some initial help from groupmates, implemented the fog system used in the game that covers the map until the player collides with it or a location is marked on the map. Completed the Wanderer and SSA Arms dialogue trees. Implemented the fight system used in the game where the probability of success is dependent on the player's combat skill, companions, weaponry, and the opposing character's combat skill. Updated the Doctor and Herbalist trees. Added several needed functions and dialogue signal handlers to allow for the interactions laid out in the updated trees. Added Herbalist Medicine Item/Asset.

Current Action Items (Work In Progress)

- Dylan: Implement Ending slides, polish UI, and make sure the final product feels… final
- Mitchell: Exercise Remnant and Independence questlines/dialog for playtesting. Look out for bugs and fix them. Add exposition characters to the character manager.
- Tom: Test out the Kronus storyline quests and try to get to the end without bugs. Add more items into the game. Try to break the game to uncover bugs. Polish up some features for the presentation
- Daniel: Make minor changes to the SSA Arms dialogue tree as new weapon assets are added as well as allow the player to give the guy ammo. Populate some of the

characters' inventories with items that make sense for the character. Exercise SSA questlines/dialogue for playtesting, making sure that not only can both SSA endings be achieved, but also that it is an enjoyable experience.