

Weekly Activity and Progress Report – CS 442 Group 10 for Week 12

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

Weekly In-Person Review Meeting

- When: April 5, 2024 @ 3 PM
- Where: CS Lounge
- Missing (why): None
- Late (why): None

Recent Progress

- Dylan: 50% cumulative main quest characters locations and dialog complete.
- Mitchell: Increased map size, fixed a few bugs related to map loading. Added exposition dialog for 5 new characters.
- Tom: Worked on adding lots of new items and changing more.
- Daniel: Implemented selling items as an option to the trading menu. Completed the Herbalist and Doctor characters' dialogues and associated signals.

Current Action Items (Work In Progress)

- Dylan: Finish other 50% of main quest content and endings
- Mitchell: Add trading options for already finished exposition dialog trees. Implement a questline for the junkyard worker. Perform testing and lookout for and fix bugs.
- Tom: Work on adding the stats for the player to see in the Navigation scene. Upscale items. Dialog nodes made as well.
- Daniel: Attempt to add fog around the player on the navigation map. Add and complete the Wanderer and SSA Weapons Manager characters.