

## **Weekly Activity and Progress Report – CS 442 Group 8 for Week 6**

Group Members: Brian Li, Joshua Martinez, Sebastian McMahon, Jose Cuellar-Aguirre

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

- When: 3:00 PM
- Where: Lecture Center C
- Missing ( why ) : N/A
- Late ( why ) : N/A

### **Recent Progress**

- Brian: Implemented map change to a static tilemap.
- Joshua: Play screen shows live stats
- Sebastian: Implemented features for tracking gas usage, fixing truck movement, and score increase when truck goes over designated area.
- Jose: Adding Truck Driver path boundaries to stop it from going out of bounds

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

- Brian: Researching and making a procedurally generated tilemap.
- Joshua: Researching possible openstreetmaps implementation
- Sebastian: Working on implementing tracking players' highscores through the use of a database.
- Jose: Adding Truck Driver boundaries to stay in map and randomizing fuel consumption as they mov.