<u>Weekly Activity and Progress Report – CS 442 Group 8 for Week 8</u>

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

<u>Weekly In-Person Review Meeting</u>

·   When: 3:00 PM

·   Where: Lecture Center C

·   Missing (why) : N/A

·   Late (why) : N/A

<u>Recent Progress</u>

·   Brian: Procedurally generated a map with a random road and shop placement.

·   Joshua: figured out how open street maps can be more constricted to limit player mobility to only streets

·   Sebastian:

·   Jose: Added Collision and randomize gas usage on distance

<u>Current Action Items (Work In Progress)</u>

·   Brian: Add another layer with decorating features (plants, trees, etc.)

·   Joshua: will try adding in new objectives as side missions

·   Sebastian: Working on tracking players scores through name and creating a check in the database to display/update the highscore

·   Jose: Working on movement pathing through the map