

- **Include the following basic information in your weekly report**
  - **Your Full Name:** Logan Joven
  - **Project Title:** Backpack Game
  - **Course:** CS 161 Section 01
  - **Date:** 4/28/2024
- **Summarize the progress**
  - a list of action items that were completed.
    - State your new accomplishments that can be verified:
      - Updated UI
      - Toggleable buttons
      - Total weight is red when weight exceeds 10
      - Total weight and value of selected items
      - Buttons for each of the items
    - State the features that have been finished so far:
      - Rudimentary puzzle implementation
      - Random puzzle generation
      - Solution checker
      - Total weight and value of selected items
      - Buttons for each of the items
- **List the missing milestone:**
  - N/A
- **Helps, feedbacks or suggestion that you have ever offered to your colleagues for either individual or team projects.**
  - How and what did you do? Do your suggestions become part of their projects?
    - While testing other people's individual projects, I tried to find edge cases to catch bugs. For example, I would try to create accounts with the same name or not inputting certain fields to see if these errors were caught. If they were not, then I would let the colleague know and they would fix it.
    - While testing other team projects, I would follow the build instructions as closely as possible and let them know if there were any confusing steps or if I was unable to successfully build the project and where I failed. This would allow them to update their documentation.