

## **Weekly Activity and Progress Report – CS 442 Group 6 for Week 9**

Group Members: Prince Sonani, Seann Tyler Del Mundo, Raymond Lo

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

- When: 10/25/2024, 9:30 AM
- Where: UIC Library
- Missing ( why ) : none
- Late ( why ) : none

### **Recent Progress**

- Prince: Wired up the chat, and worked on fixing bugs introduced by new powerup system
- Raymond: Refined chat UI and added basic functionality
- Seann: Implemented two power ups for tactical advantage, or utility. The Cross Shot power up and a sonar utility. Tested and modified for efficiency of those two methods.

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

- Prince: Work through a turn based system where not everyone can hit, only when it is their turn.
- Raymond: Create a help page for users
- Seann: Implement GameBoard population of hidden power ups. Implement one more powerup, yet to be decided. Make icons for the powerups and ships. Fix test cases per recent method parameter modification.