

## **Weekly Activity and Progress Report – CS 442 Group 6 for Week 12**

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

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

- When: 9:30 AM, 11/15/2024
- Where: UIC Library
- Missing ( why ) : Raymond (Sick)
- Late ( why ) : none

### **Recent Progress**

- Prince: Finished the following tasks
  - Acknowledge when player hits a "P " cell to get powerup
  - Removing an eliminated player from the turn system and no longer allow other players to hit it.
  - Create a way for a player to be "eliminated"
  - Implement checking for sunken ships
  - Experiment with turn timer so that the timer is consistent across all players
  - Create a point variable passed to frontend
  - Allow points to be incremented and decremented based on ship hit or point-cell hit.
  - Allow the user to also press enter to place ships instead of always clicking confirm
  - Allow show toast when ships are attempted to be placed incorrectly
  - Find a better way to assign colors to players so that when a player leaves it will not reassign via useEffect hook
- Raymond:
- Seann: Implemented decoy method, which plants a fake ship square on the board. It will be hit marked like a normal ship to trick other players. Modified the hit function to check if the square is a decoy, and mark the square as a decoy hit.

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

- Prince: Work on power up to work on frontend from backend, just ui ux stuff
- Raymond:
- Seann: Create unit tests for methods with return values, test certain scenarios in the backend (i.e. checking if the player actually dies if all ships are destroyed).