

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

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

Weekly In-Person Review Meeting

- When: 9:30
- Where: UIC Library
- Missing (why) : Raymond (Sick)
- Late (why) : none

Recent Progress

- Prince: Finished connecting hit and miss functionality for player combat
- Raymond:
- Seann: Continued local testing of class methods, tests not yet pushed to github..
Discussed game suggestions and ideas, for the future of the project.

Current Action Items (Work In Progress)

- Prince: Work on turn based game loop, to allow each player to have their own turn and hit other boards at their own pace (while it is still being timed to ~30 seconds).
- Raymond:
- Seann: Implement four-square hit attack. Populate GameBoard with powerups.