

Weekly Activity and Progress Report – CS 442 Group 6 for Week 10

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

Weekly In-Person Review Meeting

- When: 9:30, 11/01/2025
- Where: UIC Library
- Missing (why) : Seann (Train Delayed)
- Late (why) : none

Recent Progress

- Prince: Worked on positive acknowledgement when a player has hit an enemy sell, turn will be changed
- Raymond: Worked on help page
- Seann: Modified hit method in GameBoard class to return int. Fixed methods for test cases. Implemented method that populates the GameBoard with hidden powerups.

Current Action Items (Work In Progress)

- Prince: Figure out a way to acknowledge sunken ships on the frontend, maybe a notification, and then set the player to out, and ensure that the turn system does not give him a turn again because they are out.
- Raymond: Work on win/lose screen
- Seann: Implement and test new powerups/killstreak abilities. Abilities tbd. draw up sprites for the game board visuals.