

## **Weekly Activity and Progress Report – CS 442 Group 6 for Week 11**

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

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

- When: 9:30, 11/8/2024
- Where: UIC Library
- Missing ( why ) : none
- Late ( why ) : none

### **Recent Progress**

- Prince: Added working timer for turns and finished up turn system
- Raymond: Added win and lose screen
- Seann: Implemented and tested a new special attack, Nuke, which is intended to be an expensive attack that hits every square on a selected player's board. Basically insta-kills another player's board.

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

- Prince: Create a system for players to be out of the game using playerLives from backend and lock screens so they can only swap boards but not hit anyone and they are exempt from the turn system.
- Raymond: Work on shop UI
- Seann: Implement last intended special/utility ability, decoy, that should place a fake that can mark hits the same way a ship can. Make icons for the game.