

Week 8 - CS 442 Group 4 : Weekly Activity and Progress Report

Group Members: Apoorv Lodhi, Niyati Malik, Ragini Kalvade, Ryder Douglas

Weekly In-Person Review Meeting

- When: Oct 16th 12 – 12:30 PM at UIC Library
- Missing (why) : N/A
- Late (why) : N/A

Recent Progress

- **Apoorv:** Designed the map module for integrating it into the BE.
- **Niyati:** Designed the Backend for Brick breaker game..
- **Ragini:** Working on avatar selection component. Basic structure of components implemented. Worked on a more retro space style game theme for the UI. Mockups added to the kanban story. Included animations into the main screen using Greensock library
- **Ryder:** Began implementation of Map Screen UI

Outcome:

Features for the next release are being worked on. Avatar feature functionality logic has been implemented. The feature to show nearby clinics has also made some progress. The map component and api call from the backend has been worked on. The implementation logic for virus-breaker game is being evaluated, but implementation is held-up for the time being. This feature will be focussed on for the next sprint to ensure release 2 is on track.

Current Action Items (Work In Progress)

We will be implementing the following aspects of the project -

- Apoorv: Integrating Map services to backend and test its functionality..
- Niyati: Implementing the Virus-breaker game, now the frontend, which has a similar interface to a brick breaker game, after level 5.
- Ragini: Implementation of retro theme for landing page. Avatar selection component - creating the characters and integrating the selection of the each character
- Ryder: Continue implementation and integration of Map Screen.