Week 10 - 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 31st 3– 3:30 PM at UIC Library
- · Missing (why) : N/A
- · Late (why) : N/A

Recent Progress

- **Apoorv:** Working on the animation part with the team.
- **Niyati:** Integration of backend with frontend for brick breaker game complete.
- **Ragini:** Avatar component completed. Navigation component completed.
- **Ryder:** Completed Map module.

Outcome:

Entire Avatar component is completed. The map module has been successfully completed and tested. Brick breaker virus game integration is complete, working on some small finishing touches for the same, which will be completed in the following sprint. The group will work on integrating all components for release 2 in the following sprint.

Current Action Items (Work In Progress)

We will be implementing the following aspects of the project -

- Apoorv: Still working on animations with the team. Aiming to finish this before Wednesday so that we can give a trial run before Release 2.
- Niyati: Working on some final touches for the brick breaker game. Need to enhance some UI aspects to make the game look better and more interactive.
- Ragini: Integration of the various UI components to prepare for release 2.
- Ryder: Finalize components for demo