

Week 9 - 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 24th 12 – 12:30 PM at UIC Library, Ryder joined virtually due to personal illness
- Missing (why) : N/A
- Late (why) : N/A

Recent Progress

- **Apoorv:** Map module integration completed. Testing done
- **Niyati:** Worked on the frontend for the brick breaker game. Started with the integration of backend with frontend.
- **Ragini:** Avatar carousel added. Minor changes in the main screen for the game. Added navigation module.
- **Ryder:** Continued implementing Map component UI. Little progress made due to personal illness.

Outcome:

Avatar carousel is implemented. The map module has been successfully integrated. Brick breaker virus game UI is completed. Backend integration will proceed in the following sprint. Map UI is a WIP as team capacity was reduced for this sprint. Work for release 2 is on track.

Current Action Items (Work In Progress)

We will be implementing the following aspects of the project -

- Apoorv: Start working on animations to give the quiz a game like behavior/feel
- Niyati: Implementing the Virus-breaker game, the integration of frontend with backend. Working on some issues being faced during the implementation.
- Ragini: Avatar selection component - Integrating the selection of each character. Will start work on an information content component
- Ryder: Coordinate with Apoorv to integrate Map component UI and backend.