

Week 7 - 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 10th 11 – 11:30 PM at UIC Library
- Missing (why) : N/A
- Late (why) : N/A

Recent Progress

- **Apoorv:** Integration of FE and BE for Release 1
- **Niyati:** Welcome and login screen UI and Sign up screen integration with Backend.
- **Ragini:** Working on improvements in display and gaming experience. Added backlog on Kanban board. Working on levels of the game. Adding the QnA portion for each level. Timer for each level and health checker. Added the design for UI and refactored code for readability and visual enhancements
- **Ryder:** Helped implement front end components and assisted with integration of front end and back end.

Outcome:

The team worked on preparing for the first release. Most of the first release tasks were completed, but there were few that are incomplete and have been added to the backlog.

Task for next week is to start working on adding more core functionalities to the project like information cards for diseases, Map and a game, while also working on completing the backlog.

Current Action Items (Work In Progress)

We will be implementing the following aspects of the project -

- Apoorv: Start preparing for tasks of second release. Clear backlog from R1, design features and create ER diagrams for R2
- Niyati: Implementing the Virus-breaker game, which has a similar interface to a brick breaker game, after level 5.
- Ragini: Improve the user experience by making the quiz portion of the game more interactive. Update data in questions and create information cards
- Ryder: Begin UI for Map section