# Week 11 - 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: Nov 5,  12– 12:30 PM at UIC Library

· Missing ( why ) : N/A

· Late ( why ) : N/A

## Recent Progress

- **Apoorv:**  Completed tasks for Release 2. Made improvements to map module backend and integrated backend and frontend for map module. Completed backend for information cards.
- **Niyati:** Completed all the pending tasks and last moment improvements for Release 2. Integrated frontend with backend for brick breaker game. Enhanced UI and made improvements to the game. Created UI for information cards for every question.
- **Ragini:** Working on integration for release readiness. Worked on completing pending tasks related to avatar selection. Made the game more interactive by animations and music. Updated theme elements for avatar selection. Worked on making the theme uniform across components.
- **Ryder:** Finalized components for second release demo.

## Outcome:

The map module has been successfully completed and tested. Map functionality requires minor enhancements. Modifications will be done for the next release.  Brick breaker virus game component is completed. Theme has been made uniform in all components. All the different features have been successfully integrated. Release 3 planning is in progress. All release 2 promised features were implemented successfully.

## Current Action Items ( Work In Progress )

We will be implementing the following aspects of the project -

- Apoorv: Start planning on Release 3 deliverables.
- Niyati: Adding more games to the 'More Games' feature. Planning on some mathematical element for the next release (with the team).
- Ragini: Will be working on providing information related to game and different vaccines and virus in homepage component.
- Ryder: Refine functionality and interface of Map and Markers.