**Week 6 - 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 3rd 3 – 3:30 PM at Student Center East

· Missing ( why ) : N/A

· Late ( why ) : N/A

**Recent Progress**

* **Apoorv:** Set up different levels for the game.
* **Niyati:** Set up a basic design for the UI of the app, with background components.
* **Ragini:** Resolving integration issues. Working on improvements in display and gaming experience. Including gaming features in application such a score tracking
* **Ryder:** Finished rough draft of Quiz interface.

**Outcome:**

The team has been working to prepare for a smooth release. We are catching up as compared to last week, and people have been completing their tasks. Different levels have been set and the basic design has been finalised.

Task for next week is to finalise the deliverables for the release on friday and test the functionalities properly. The team would be able to showcase a basic prototype.

**Current Action Items ( Work In Progress )**

We will be implementing the following aspects of the project -

* Apoorv: Fine tune the level wise behavior of the game.
* Niyati: Implementation of Welcome and Login screen UI
* Ragini: Integration of components, UI testing, component integration, completion of scoring and questions
* Ryder: Implementation of basic Quiz functionality, starting with setup.