This report describes the progress of my tasks so far, as well as bugs and open issues that still need to be worked on.

Includes the following areas:

### **Story Dialogue**

The story can be recorded in xml files. Each chapter is written in a separate xml file and named accordingly.

For story dialogs, properties like

* Rootnode
* Image
* GameOver
* EndOfChapter

can be defined.

The different chapters can then be entered via the dialog editor. The information is read directly from the xml files.

Issues:

In addition to the story dialogs, there will probably be further features that are not yet defined.

Bugs:

1. When playing the Story, sometimes it happens, that the Story isn’t loaded properly.

### If the save happens at the last node of the chapter and then the program is closed, the program is restarted and loaded at that point, then the next chapter is not loaded. Maybe it should be checked if this was the last node and then automatically load the next chapter instead of this node. This bug also belongs in the Save Manager.

### Save Manager

During the game, when a new section of the chapter is loaded, either by selecting the story branch or clicking the next button, the game is automatically saved.

Currently saved are:

* Title
* Progress percentage of the Game
* Game time
* Time of saving
* Current chapter
* Current StoryNode
* StoryNode property

There are 3 memory slots. Each time a new game is started, the next free memory slot is written to. If no memory slot is free, but the user wants to start a new game, he will be asked if he wants to overwrite an old memory.

In the main menu the user can select whether he wants to start a new game or continue. If he wants to continue a game, then he sees all the saves and can select one of them that is not empty.   
(The empty slots are visible too)  
The user can then continue the game at the point where he last stopped.

Issues:

* The title information is saved from the RootNode, but because of the new xml layout, this needs to be changed. The title is now in the title node
* Remove RootNode from SaveData, its not needed anymore
* Add the Inventory items and their properties to the save (InventoryData Class)
* Add the Inventory Items and their properties to the load
* Remove a Save Game (Maybe incorporate in save/loead menu)
* Maybe add a Continue Button in the MainMenu, that loads the last saved game?
* If the User clicks on an empty save slot, then nothing should happen (if the slot is empty, then there is no click event, and maybe different color)
* Method that calculates the progress percentage
* Method that calculates game time

Bugs:

1. 2nd Bug from Story Dialogue

### Game Manager

The game manager starts the game and loads the respective scenes. it checks when a chapter is finished if another one exists or if it is the end of the part.

Issues:

* Changes from Kastriot, regarding the inventory, still need to be checked (performance, clean code, etc)
* Changes made by Kastriot regarding the inventory still need to be added to the class docs.

Bugs:

* No Bugs here 😊