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:

# Menu/Game Screen

The main view of the game has been modeled so far including menus like pause and inventory.

Issues:

* The assets that are used in the views are all taken from the internet and therefore can not be used in the actual build of the game, whether it is as an early access or demo title.
* The menu screen does not allow the buttons to “save” or “load” the game right now.
* The “quit game” button does not quit the game right now.
* What kind of options we want to give the player to change is to be defined in the future and the menu has to be modeled here as well.

Bugs:

* When there is a picture displayed on the right side of the game screen, the map gets pushed out of bounds. At the moment, the bug is fixed by not displaying any pictures when the map is active. Has to be changed in the future.
* The “options” button does not change colors to red when hovered over.

# Inventory System

The inventory menu has been modeled and used so far. By pressing a predefined button, there are items loaded into the inventory, displaying the icons in the inventory. If clicked by the player, the items are used.

A tooltip has been built to display a certain amount of information about the item, when the user hovers over it.

Issues:

* Due to a merging mistake, the GUI has been changed and need to be replaced and remodeled to function properly again.
* Based on the idea of the game and if we later want to define a combat or trading system, the function for the player to use the item is going to have to be remodeled or removed entirely.
* Items are loaded randomly from a list of items into the inventory by pressing a button (x on the keyboard).
* Items are not given when a player reaches a certain node.

Bugs:

* The tooltip hover of the items is broken, because it instantly appears and disappears when hovered over.
* There has to be a list of predefined items that are given to the player as he progresses the story and reaches a certain node in the story and not a list of random generated items.

# 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.

I made some changes on the Game Manager based on my idea of the inventory system.

Issues:

* Code I wrote has to be reviewed regarding performance, clean code etc.
* Changes I made on the code have to be added to the Class documentation (Priority 2 for me atm. since I want the Inventory system to run smoothly again).

Bugs:

* There are no bugs reported for the Game Manager so far.