Weekly Project Progress Log Sheet

Project Title: VENTURA

Year/Sem/Group: 2nd year / 1st sem / CE

Week: 10th week

Name of the Student	Roll Number
1.Aron Shrestha	**42**
2.Hritik Thapa	**53**
3.Kushal Manandhar	**31**
4.Ishar Maharjan	**29**

Task Accomplished this week	Task planned for next week	Remarks
1. Completed designing all scenes and adding traps. 2. Added audio effects. 3. Added particle system and implemented all character scripts.	1. Design non-playing characters and their dialogues. 2. Design the main boss fight. 3. Manage scene transition according to the story plot.	

Problems occurred

- The audio wouldn't run in loop in default extension(.wav) supported by godot so we changed it to (.ogg) since it supported loop property.

- Since the level we designed are large in scale, we had difficulty in maintaining the scales of characters and particle systems.