

# **Weekly Project Progress Log Sheet**

**Project Title:** VENTURA

**Year/Sem/Group:** 2<sup>nd</sup> year / 1<sup>st</sup> sem / CE

**Week:** 4<sup>th</sup> week

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

<b>Task Accomplished this week</b>	<b>Task planned for next week</b>	<b>Remarks</b>
1.Implementation of Event Triggering and Character Deployment. 2.Basic Trap Layout Level Design. 3.Designed Static and Moving Platform for xy-plane	1.Implementation of Dialogue System. 2.Implementation of rotating trap and rotating platform	

Problems occurred:

- Mismanaged signals caused problem for triggering a specific event
- Due to collision between two KinematicBody2D, the traps didn't stay on the specified position.
- Problem in synchronizing movement of the platform and the player standing on it