LONDON
METROPOLITAN
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ITAHARI
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C O L L E G E

**Module Code & Module Title**

**FC6P01NT - Final Year Project**

**Assessment Weightage & Type**

**10% FYP Log sheets**

**Year and Semester**

**2021 Autumn**

**Student Name: Nischal Rai**

**College ID: 19031772**

**Assignment Due Date: April 27th, 2022**

**Assignment Submission Date: April 27th, 2022**

**Internal Supervisor: Mr. Santosh Parajuli**

**External Supervisor: Mr. Rubin Thapa**

# FYP Logbook Entry Sheet

Meeting No: 01

Date: 11/15/2021

Start Time: 2:00 pm

End Time: 4:00 pm

## Items Discussed:

1. Gantt Chart
2. Methodology
3. Proposal

## Achievements:

I had done some paperwork addressing the above stated subjects as it was my first meeting with the supervisor. Numerous researches have been conducted in order to develop the correct attitude for designing the wireframe depending on the current situation and the client's requirements.
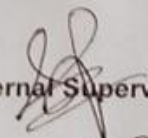
## Problems:

Since this is the first time IIC has allowed game development as an FYP, I have had trouble finding approaches for game development.

## Tasks for Next Meeting:

1. Gantt Chart Review
2. Work breakdown Structure Review
3. Milestone chart
4. Proposal Review

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**Student Signature**
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Internal Supervisor

20|12|2021

# FYP Logbook Entry Sheet

Meeting No: 02

Date: 11/22/2021

Start Time: 2:00 pm

End Time: 4:00 pm

**Items Discussed:**
1. Proposal review
2. WBS and Gantt chart
3. Game Idea

**Achievements:**
With the support of my supervisor's guidance, I was able to complete my proposal successfully. Many studies on the game production life cycle were conducted, and the most appropriate technique was chosen.
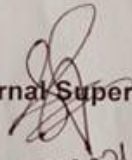
**Problems:**
During the proposal completion, time management was a critical challenge. It took a long time to conduct a thorough research of all parts of game development.

**Tasks for Next Meeting:**
1. Game Idea/Story

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20/12/2021

# FYP Logbook Entry Sheet

**Meeting No: 03**

**Date: 12/06/2021**

**Start Time:** 2:00 pm

**End Time: 4:00 pm**

**Items Discussed:**
1. Game Idea
2. Game Story
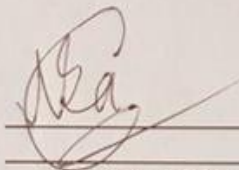3. Character Idea

**Achievements:**
Game Idea/Story is completed. Character description and Game description is completed in this part.
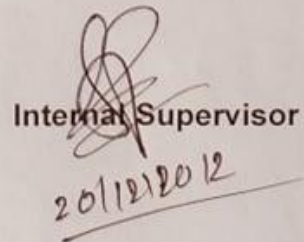
**Problems:**
It was very difficult to come up with the proper story/idea about the game. Every character had to be described in detailed way so, the game description part a bit challenging to do.

**Tasks for Next Meeting:**
1. Surveying
2. Review on the similar projects
3. Interim report documentation

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20/12/2012

# FYP Logbook Entry Sheet

**Meeting No: 04**

**Date: 12/13/2021**

**Start Time:  2:00 pm**

**End Time: 4:00 pm**

**Items Discussed:**
1. Surveying
2. Review on the similar projects
3. Use case diagram
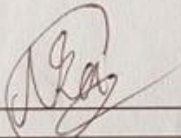4. Interim report documentation

**Achievements:**
The project's wireframe has been completed. Use cases were also created, as well as study on several similar systems.
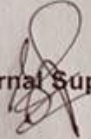
**Problems:**
The wireframes and use case for the project were difficult to create. It was also tough and complicated to explore similar topics.

**Tasks for Next Meeting:**
1. Conceptual Analysis
2. Complete Interim report documentation

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20/12/2021

# FYP Logbook Entry Sheet

Meeting No: 05

Date: 12/20/2021

Start Time:  2:00 pm

End Time: 4:00 pm

**Items Discussed:**
1. Game planning
2. Game mechanics
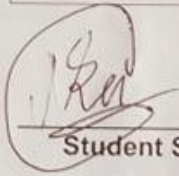3. Educational concept in game

**Achievements:**
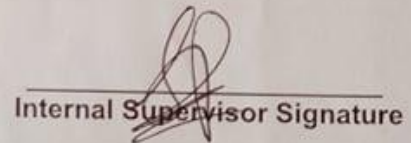The Conceptual analysis of the project is done, and the interim report is also completed

**Problems:**
The analysis about the concept of educational game was a bit time consuming and challenging

**Tasks for Next Meeting:**
1. Game planning
2.Game loop chart

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14/03 2022

# FYP Logbook Entry Sheet

Meeting No: 06

Date: 12/26/2021

Start Time: 2:00 pm

End Time: 4:00 pm

**Items Discussed:**
1. Game planning
2. Game loop
3. Educational concept in game

**Achievements:**
The Understanding of the game and planning of the game is completed.

**Problems:**
The game planning and concept about the concept of educational game was a bit time consuming and challenging.

**Tasks for Next Meeting:**
1. Part of Game World
2. Player Mechanics

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14|03|2022

# FYP Logbook Entry Sheet

Meeting No: 07

Date: 02/01/2022

Start Time: 2:00 pm

End Time: 4:00 pm

**Items Discussed:**
1. Game World
2. Player Mechanics

**Achievements:**
A part of game world is created, and player's movement mechanics is done.

**Problems:**
Applying graphics to the player and designing the UI of the game world was time consuming.

**Tasks for Next Meeting:**
1. Villain
2. Menu UI

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14/03/2022

# FYP Logbook Entry Sheet

Meeting No: 08

Date: 14/02/2022

Start Time: 2:00 pm

End Time: 4:00 pm

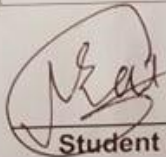**Items Discussed:**
1. Villain
2. Menu UI

**Achievements:**
The villain is added in the game and Menu UI is created.

**Problems:**
Use of TextMeshPro and TextMeshPro Button was a bit challenging.

**Tasks for Next Meeting:**
1. Villain Movement
2. Adding Death and Respawn to the Player

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27/03/2022

# FYP Logbook Entry Sheet

Meeting No: 09

Date: 17/02/2022

Start Time:  2:00 pm

End Time: 4:00 pm

**Items Discussed:**
1. Villain Movement
2. Adding Death and Respawn to the Player
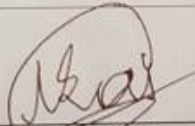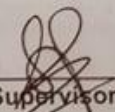
**Achievements:**
The villain movement and respawn is added in the game which is activated whenever player is dead.

**Problems:**
Setting the death and respawn point to the player was a bit challenging.

**Tasks for Next Meeting:**
1. UI for Texts in the game

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21/03/2022

# FYP Logbook Entry Sheet

Meeting No: 10

Date: 20/02/2022

Start Time: 2:00 pm

End Time: 4:00 pm

**Items Discussed:**
1. UI for Texts in the game
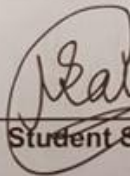2. Game Tutorial

**Achievements:**
Adding of the game texts are completed and the game tutorial is also completed using all the game object and scripts.
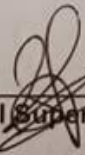
**Problems:**
Placement of texts and game objects and the analyzing the timing of the texts was very difficult.

**Tasks for Next Meeting:**
1. Completed the Build Settings of the game scene.

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28/03/2022

# FYP Logbook Entry Sheet

Meeting No: 11

Date: 23/02/2022

Start Time: 2:00 pm

End Time: 4:00 pm

**Items Discussed:**
1. Build Settings of the game scene

**Achievements:**
The build settings of the game are competed by arranging the tutorial scene and game scene respectively.

**Problems:**
The indexing of the game tutorial and game scene was time consuming.

**Tasks for Next Meeting:**
1. Complete the prototype model of the game.

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28/3/2022

# FYP Logbook Entry Sheet

Meeting No: 12

Start Time: 2:00 pm

Date: 27/02/2022

End Time: 4:00 pm

**Items Discussed:**
1. Prototype of Game

**Achievements:**
Prototype of the game is completed; all the mechanism of the game is done along side the sound effects and animation.

**Problems:**
Making game interesting with the completed mechanism, sound effect and animation was time consuming.

**Tasks for Next Meeting:**
1. Get game ready for beta Testing.

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11/04/2022

# FYP Logbook Entry Sheet

Meeting No: 13

Date: 06/03/2022

Start Time: 2:00 pm

End Time: 4:00 pm

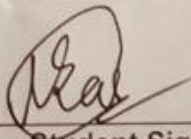**Items Discussed:**
1. Testing

**Achievements:**
Prototype of the game is completed, and it is exported for Beta Testing.
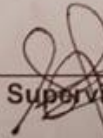
**Problems:**
Arranging game design and game objects were little difficult.

**Tasks for Next Meeting:**
1. Functionality Testing.
2. Start Documentation

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25/04/2022

# FYP Logbook Entry Sheet

Meeting No: 14

Date: 13/03/2022

Start Time: 2:00 pm

End Time: 4:00 pm

**Items Discussed:**
1. Functionality Testing
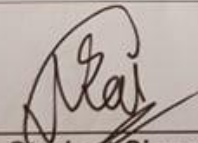2. Start Documentation

**Achievements:**
Functionality Testing is done and documented properly. Final Documentation is started.
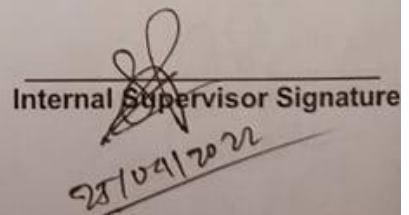
**Problems:**
Testing each and every functionality of the game was time taking and documenting the test cases were a bit difficult.

**Tasks for Next Meeting:**
1. Fixing the functionality
2. Review from Clients about bugs

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25/09/2022

# FYP Logbook Entry Sheet

Meeting No: 15

Date: 20/03/2022

Start Time: 2:00 pm

End Time: 4:00 pm

**Items Discussed:**
1. Fixing the functionality of the game
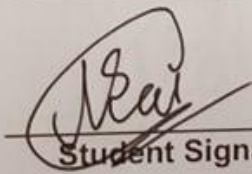2. Review from the Clients about bug

**Achievements:**
There were not many functional errors as I have created fixing the functional errors.
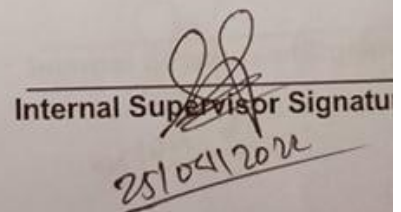Review from the client about the beta product is obtained

**Problems:**
Reviewing the reports form client about bugs was time consuming.

**Tasks for Next Meeting:**
1. Release Main Product
2. Release Post-Survey Form

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25/04/2022

# FYP Logbook Entry Sheet

**Meeting No: 16**

**Date: 27/03/2022**

**Start Time:** 2:00 pm

**End Time: 4:00 pm**

**Items Discussed:**
1. Main Product
2. Post-Survey form

**Achievements:**
The main product is completed, and the post-survey form is released

**Problems:**
Fixing the bugs, arranging scenes and exporting the main product for the required
Platform was difficult and time consuming

**Tasks for Next Meeting:**
1. Final Report Feed back

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**Internal Supervisor Signature**

25/04/2022

# FYP Logbook Entry Sheet

Meeting No: 17

Date: 08/04/2022

Start Time: 2:00 pm

End Time: 4:00 pm

**Items Discussed:**
1. Final Year Report

**Achievements:**
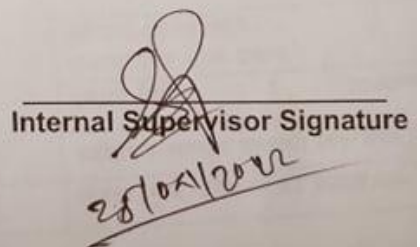Final Year Project is completed

**Problems:**
Arranging all the part of the document was time consuming.

**Tasks for Next Meeting:**
1. N/A

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Student Signature

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